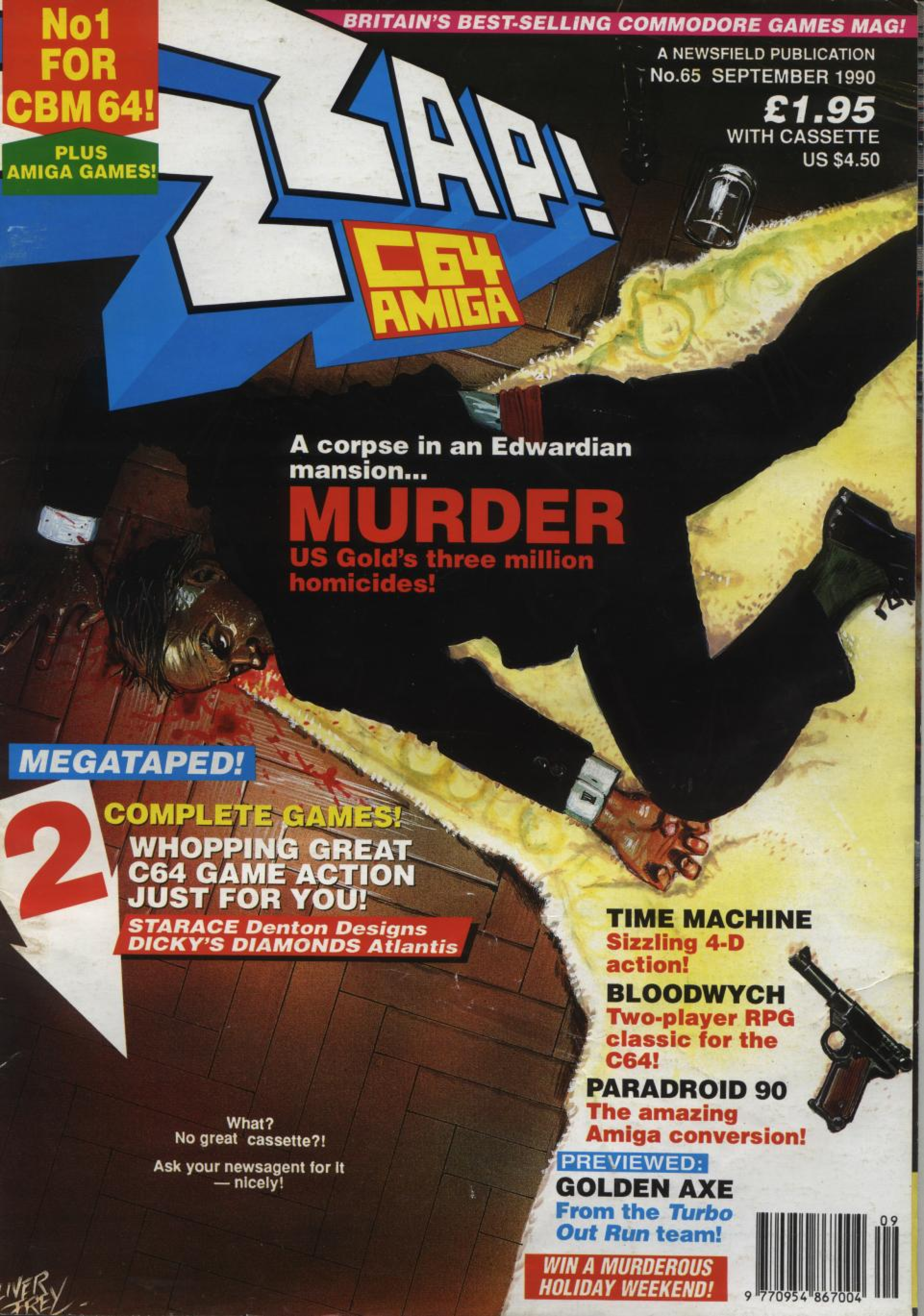
BRITAIN'S BEST-SELLING COMMODORE GAMES MAG!

A NEWSFIELD PUBLICATION
No.65 SEPTEMBER 1990
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PLUS AMIGA GAMES!

ZZAP! C64 AMIGA



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GOLDEN AXE
From the *Turbo Out Run* team!

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ZZAP! C64 AMIGA

SEPT 1990

ISSUE No. 65

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It'll fry your brains!

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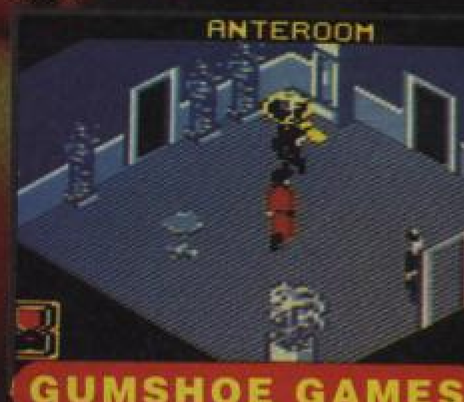
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GUMSHOE GAMES

FREQUENT FEATURES



REVIEWS

THE September CHARTS

Things are looking up for Neil Archer of Wednesfield in Wolverhampton, he's won a £20 software voucher for his charts entry! Good on ya Neil, and you lot keep sending your votes for your favourite games into your favourite mag every month! Send those charts votes (your top three for each chart) to *The Charts, ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.*

C64 GAMES

1. Rainbow Islands ....(Ocean)
2. Turrican ....(Rainbow Arts)
3. Turbo Out Run ....(US Gold)
4. MicroProse Soccer ....(MicroProse)
5. Stunt Car Racer .... (MicroStyle)
6. Speedball ....(Imageworks)
7. International 3-D Tennis.............................. (Palace)
8. The Untouchables .... (Ocean)
9. 4th Dimension .... (Hewson)
10. Ghouls 'N' Ghosts ....(Capcom/US Gold)

AMIGA GAMES

1. Kick Off 2 ....(Anco)
2. Rainbow Islands .... (Ocean)
3. F-29 Retaliator ....(Ocean)
4. Stunt Car Racer ....(MicroStyle)
5. Dungeon Master ....(FTL/Mirrorsoft)
6. Kick Off ....(Anco)
7. Strider.. (Capcom/US Gold)
8. Player Manager ....(Anco)
9. Midwinter... (Rainbird)
10. Turrican.. (Rainbow Arts)

C64 MUSIC

1. The Untouchables....................... (Matthew Cannon)
2. Turbo Out Run .... (Maniacs of Noise)
3. Retrograde.................................. (Steve Rowlands)
4. Wizball ....(Martin Galway)
5. Turrican ....(Rainbow Arts)

AMIGA MUSIC

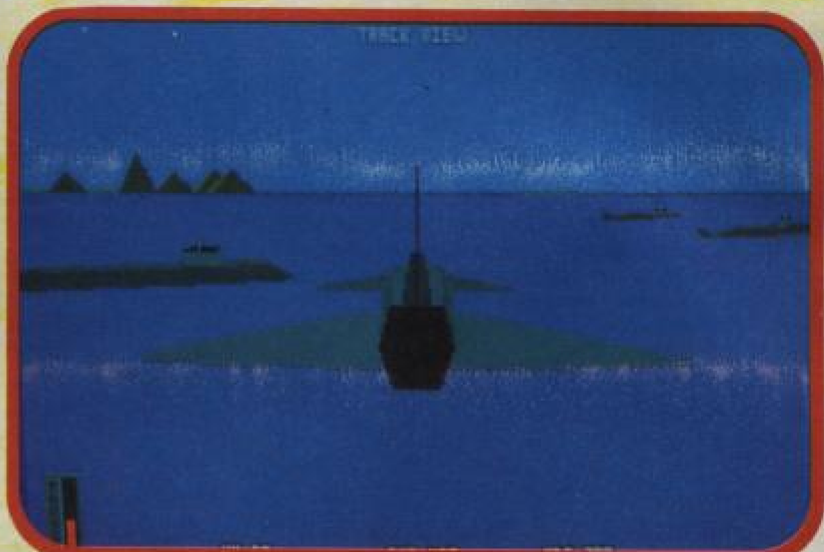
1. Blood Money ....(Ray Norrish)
2. Xenon 2 ....(David Whittaker)
3. LED Storm ....(Tim Follin/Mike Follin)
4. Stormlord .... (Maniacs of Noise)
5. Jumping Jackson ....(S Picq)

COIN-OPS

1. Teenage Mutant Hero Turtles ....(Konami)
2. Golden Axe ....(Sega)
3. G-LOC ....(Sega)
4. Turbo Out Run ....(Sega)
5. Special Criminal Investigation ....(Taito)

ADVANCED FIGHTER BOMBER

▼ **Mad Bomber Hogg flies a suicide mission in *Fighter Bomber Advanced Mission Disk*. (Amiga)**



Amiga *Fighter Bomber* sizzled in Issue 59, complete with a mission designer. Now Activision have put together their own disk of customized SAM-packed missions, complete with new targets and some subtle changes to gameplay. The 16 new missions are not for novices, with an incredible density of targets. One mission has a 90 minute time limit and another features a terrorist meeting aboard a flotilla of surfaced submarines! There aren't that many new graphics, ie the subs, a new radar site and SAM launchers, but the recon facility has been altered so you can't zoom in so close. This makes it tricky identifying which targets to hit until you arrive there.

Costing just £14.99 the *Fighter Bomber Advanced Mission* disk, which must be used with a copy of *Fighter Bomber* itself, offers lots of challenge to fans of the game. It's a pity there's no C64 version and there aren't any dramatically new mission-types, they just seem harder, but fans should like it and the price is reasonable. Out now.

NO GMI, NO COMMENT!

You still haven't got a copy of Newsfield's *Games Master International* yet? Ah well, ZZAP! will still keep you up-to-date with all the most exciting developments in play-by-mail. GBM (Games By Mail) is a brand new PBM company which has bought three games, has one under development and is looking for more to buy. The three established games are the chart-topping wargame *Crisis*, a 100-player trivia game called *Trivia*, and *Star Cluster*, a SF exploration/conquest game. If you want to try one of these games write to Colin Kilburn at **Games By Mail, 5 Town Lane, Little Neston, South Wirral, L64 4DE.** Your first two turns are free, with subsequent turns costing £1.50 each.

TIN MEDALS

Of late there seems to have been a little confusion in several software houses, with them mistakenly assuming some of their games had won Sizzlers. Firstly, Domark put a Sizzler logo on the packaging for Amiga *Cyberball* (the actual mark was 72%), then Sales Curve advertised for programmers with the claim that *Ninja Warriors* achieved 92% (actual marks: 79%/82%) and finally System 3 put a Sizzler on their *Flimbo's Quest* ads although the game has yet to be reviewed.

It seems nowadays the only way to be sure an award is real is to regularly read the reviews in Oscar-winning ZZAP!

MEGATAPE 9 IS HERE: THE START OF SOMETHING BIG!

It's the bee's knees and other bits as well! It'll fill your underpants with glee!

Yes, Megatape 9 is here with two cracking complete games for you to play. First off, there's that web of intrigue, *Dicky's Diamonds*. You'll have loads of fun guiding Dicky The Owl round Stephen The Spider's webs. It's a hoot! Then there's the totally exclusive, previously unreleased *Starace* — a slickly presented space race game by ace programming team, Denton Designs.



▼ The countdown is almost over and you're in last place. Pedal to the metal time in *Starace*.



But we've saved the best news till last: this corking cassette is only the start of a series of marvellous Megatapes. In the next few issues ZZAP! will bring you even more thrills and spills with loads of great games plus some incredible demos of the latest, greatest releases — all just for you.



▲ *Dicky's Diamonds* is a novel and very challenging arcade game pitting Dicky the owl against Steven the spider.

FULLY STAFFED

Due to 'internal restructuring' at the Newsfield Empire, ZZAP! is back up to full reviewing strength with a new staff writer joining us next issue. We'd like to thank all the people who applied for this job — the response was absolutely tremendous — and we'll be keeping the best applications on file for any future vacancies. In the meantime we hope to make ZZAP! an even more exciting read (and finally get some holidays!).

▼ A not-really-that-famous five of Childline fund-raisers. Let's hope Sonia doesn't sing!



BIG FUN WITH SONIA

All the major software and hardware manufacturers are now counting every single minute to the start of the biggest computing event of the year. Picking up where the PC Show left off, the Computer Entertainment Show will open its doors to the public at Earls Court, London on 15th and 16th September. Big names in attendance will include Ocean, US Gold and Activision along with a 'galaxy of stars' to promote the show's connection with Childline. The children's charity (headed by TV 'personality' Esther Rantzen) will receive a share of every admission ticket.

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64

HEAT SEEKER



My first few goes of *Heat Seeker* were met with total confusion, the ever bouncing Leg never going where I wanted it to go and death proving rapid. A few calls to programmer Paul O'Malley and it all become crystal clear, revealing a deceptively simple game hiding behind a complex scenario. While intentionally weird to look at, *Heat Seeker* is similar in many ways to Paul's earlier *Arac* (not least in graphic style). Perhaps too similar since although it's addictive it's also somewhat dated in its gameplay and doesn't look all that special. I'd have liked a lot more change in the graphics with each new level (both in the plants and creatures). Nevertheless the game is original, demanding enough and the element of exploration makes it worth persisting with.

Thalamus, C64 £9.99 cassette, £12.99 disk

The Triphyllos Of Nem plants are the lifeforce of the planet Tantris, keeping the populous alive and the vast forests pure. But the rise of industry has resulted in pollution, damaging the plants and killing off the forests.

To combat the approaching doom, the Gnostics constructed the Leg, a heat probe designed to enter the most polluted of areas, absorb the heat of the Zeal smog flames and give it to the three plants. The Leg hops around the jungle seeking out the Zeal flames (eight per level). It can even hop up plants and walls, or slide along the floor for faster movement. To defend itself the Leg can shoot the Ball which it carries, or use a smart bomb (if collected). The Ball can also be thrown out to collect heat, with the player controlling it rather than the Leg.

The heat must be stored in the Leg so it can be given to the three Triphyllos plants on level three. If you have enough heat, the plants open petals to block the acid rain. You then repeat the process — only this time at night! If you don't have enough heat you've failed and must restart. For night exploration an infra-red system is available, as is a flash gun (energy levels permitting).

The stupid denizens of the forest won't help you though: spiders, frogs and flies are among the pests which attack you. Contact with them (or the acid rain dripping through to the ground) loses Leg energy.



▲ Slowly making progress up a colourful and smooth scrolling level. The frog is very nicely animated.

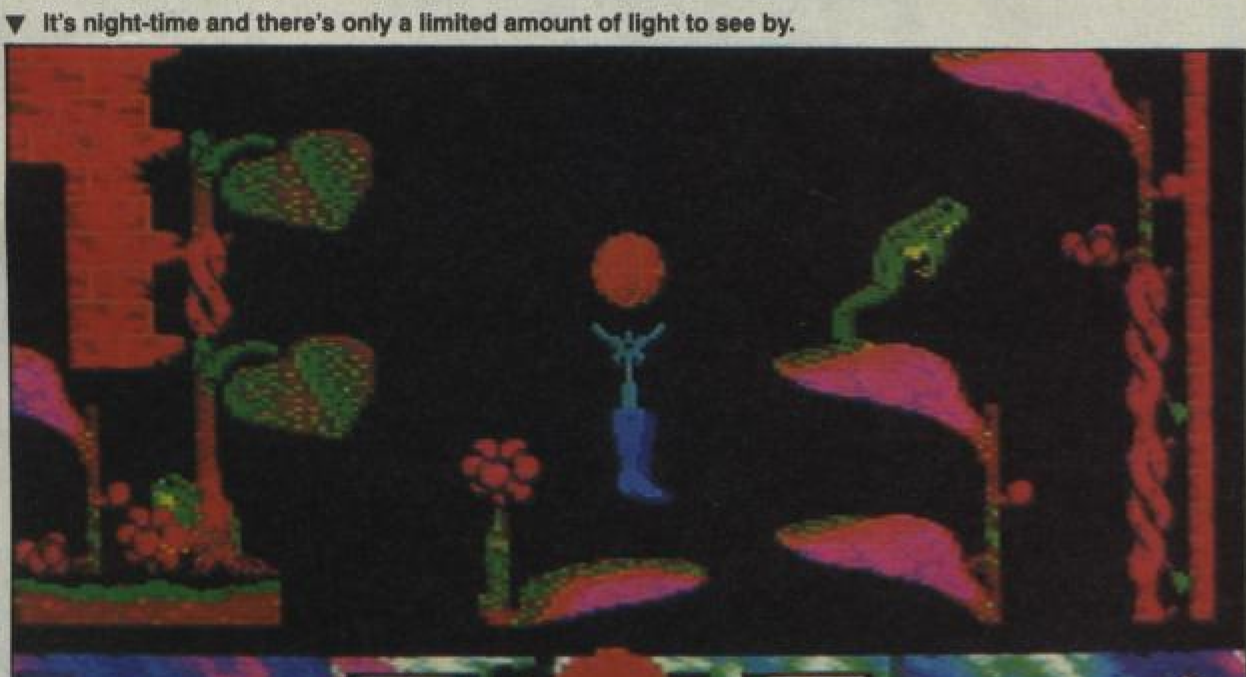


Now it's finally arrived, *Heat Seeker* turns out to be an innovative and well presented arcade adventure. The Leg certainly looks odd — and it could do with some oil for its squeaking — but the jungle graphics are very nice. The Venus Fly Trap which snaps up the Ball is great, as are some of the creatures such as the superbly animated frog. The sound effects further add to the atmosphere with some excellent rain splashing and frog croaks. What's more the game itself is quite novel, I especially liked how the Ball gathers up heat, and the whole Leg/Ball set-up works very well. The basic game structure of mapping out the levels to find the flames is still a bit familiar, but implementation is novel to appeal to anyone looking for something different. All in all, good fun which works very well on the C64 — for which the game was designed (for once!).

With only one life it's just as well energy can be restored by absorbing heat energy, while chalk will protect you from the rain.

Killing creatures and absorbing heat boosts the pass counter. When the boost counter hits 9999 the Leg can teleport to the next jungle level to seek new Zeal flames in the quest to save the Triphyllos. Ecology has never been so demanding!

▼ It's night-time and there's only a limited amount of light to see by.



PRESENTATION 75%
Neat animated loading screen. Practice mode for day and night scenes, multiload for each jungle can be a bind on tape.

GRAPHICS 80%
Lots of colour, with good shading on the big plants and some good sprites, but there's not much variety.

SOUND 76%
Unusual title music, spot FX range from average to excellent.

HOOKABILITY 68%
The control method can be frustrating to master but once you know what you're doing the gameplay improves markedly.

LASTABILITY 73%
In effect there's only three levels (the night levels are the day levels in the dark!) but you've *got* to learn the layout of each to succeed and the Zeal flames are definitely *not* easy to get to.

OVERALL 75%
A weird but slickly executed sequel to *Arac*, weighed down by false complexity masking the simple gameplay.

SIZZLER

Murder!

C64 A



▲ Gasp! Another murder! The suspicious guy in the brown overcoat is you. (C64)

MURDER
US Gold, C64, £17.99 DISK ONLY; Amiga £24.99

A scream pierces the night air, penetrating every room of Ghastley Manor. The maid has discovered something rather chilling on the dining room floor, the crumpled (ie dead) body of Sir Stuart Wynne. Was it just an accident or suicide? Well not unless he battered himself to death and hid the weapon afterwards! It's just as well there's a supersleuth such as yourself on hand to investigate — Scotland Yard won't arrive for another two hours.

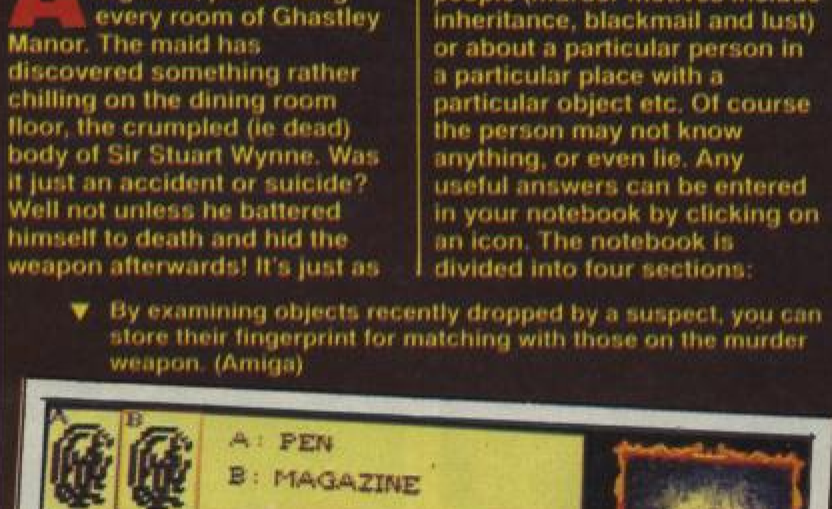
First thing to do is question a few of the many people staying at the mansion. You can ask about any of the other occupants, the many rooms and various household objects (including five types of pistol and four knives!). In addition you can ask more specific questions about the relationship between two people (murder motives include inheritance, blackmail and lust) or about a particular person in a particular place with a particular object etc. Of course the person may not know anything, or even lie. Any useful answers can be entered in your notebook by clicking on an icon. The notebook is divided into four sections: people, places, clues and motives.

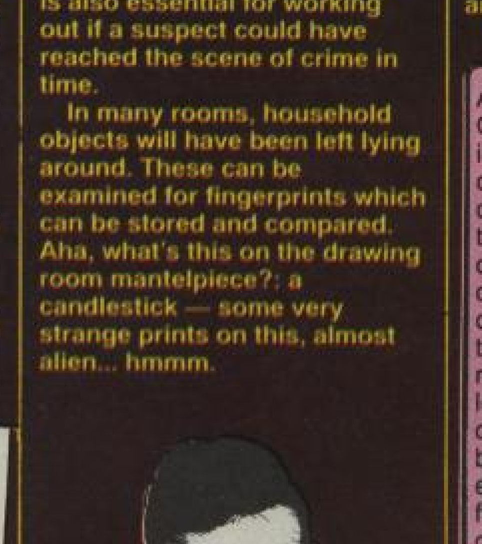
The maid tells you she saw a certain Lord score near the scene of the crime just before it happened and also that he stood to inherit the editorship of a popular magazine from Sir Stuart. You decide to explore the Manor's four floors in search of more clues. Movement is achieved by clicking the cursor over an exit. A map screen comes in useful for navigation — and knowledge of the house layout is also essential for working out if a suspect could have reached the scene of crime in time.

In many rooms, household objects will have been left lying around. These can be examined for fingerprints which can be stored and compared. Aha, what's this on the drawing room mantelpiece?: a candlestick — some very strange prints on this, almost alien... hmmm.

Ah, here comes Lord Score. Now if only you can get his fingerprints. A pity he's not carrying anything at the moment. The best thing for you to do is grab an innocuous item — this bottle of Vim'll do —, wipe it clean and wait for him to pick it up and drop it again. There, that didn't take long. Now let's examine those grubby prints... well, well they perfectly match those on the candlestick. Now all that's left to do is to pick up the candlestick for evidence and arrest Lord Score... whoops,

▼ By examining objects recently dropped by a suspect, you can store their fingerprint for matching with those on the murder weapon. (Amiga)





Anyone who's ever enjoyed Cluedo will love this. It's a truly interactive whodunnit with plenty of witnesses and suspects to be questioned. I wouldn't say it was that realistic, what with dangerous weapons left lying all over the house, but the game certainly has a marvellously tense atmosphere. The monochromatic graphics may look a bit dull at first sight but, on both machines, they are beautifully detailed with an enormous variety of art deco furniture and period-dressed characters who move around at will, picking up objects and even lighting cigarettes. Interrogating characters is a fascinating process, often with humorous results: in one game two characters were having a secret affair which everyone else seemed to know about! Even funnier (and sicker), the victim's body is left sprawled on the floor for the other characters to walk over! Quirks apart, though, *Murder* is a seriously brilliant concept, perfectly implemented.



▲ Interrogation mode, icons from left are: two character lists, (ask A about B), ask about a room, object, relationship, erase question, make a note and speak question. (C64)

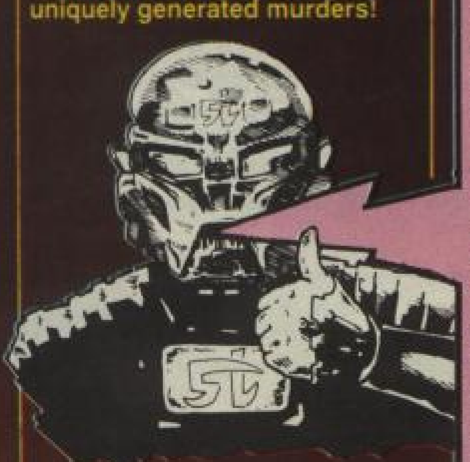
what's that laser sword doing stuck between your shoulderblades? Looks like another murder!

Never mind, by varying the date and the name of the mansion at the start of the game you can investigate approximately three million uniquely generated murders!

You can even change your sleuth's appearance (and name) by altering his facial features, hair and glasses. There are four skill levels ranging from novice to supersleuth.

Murder doesn't look all that hot at first glance and the idea of taking your time analysing evidence, cross-questioning suspects and wandering around many a similar mansion isn't one to set the gaming world alight. Amazingly though, the game is incredibly addictive, the piecing together of information becoming an engrossing task (akin to the best of puzzle games). What is really clever is the way the skill levels expand the game challenge immensely. Choose a higher skill level and suspects know more information (be it relevant or merely red herrings), more events happen to disguise the crucial time of the murder and suspected murder weapons tend to get moved around more. On novice level it's a nice and gentle trail to follow but come the likes of a average/experienced skill level and beyond and you've really got to be on the ball (even Sherlock Holmes may have detective difficulties at Supersleuth level!). Addictive and highly original, *Murder* is a great game to while away the hours with.





Murder is one of those games you're either going to love or hate. The complex web of clues, motives and characters provides an excellent simulation of those ever-popular murder mysteries. Of course, these mind-bending puzzles can test your note-taking and map-making skills, so programmer Grant Harrison provides both maps and a surprisingly detailed automatic notebook. This means 'all' you have to do is put the clues together to get your man — or woman. You don't even have to type in any questions, it's all done by icons. Indeed, until you actually play the game, its ambitious scope and comprehensive features might seem unworkable, but the icon system makes it all very easy to play. Of course with any brain-bending game the graphics are secondary but artist Jason Kingsley has set the period scene well. The subtle detail and monochrome shading work best on the Amiga due to higher resolution, but the C64 still looks pretty good and the large number of different rooms is impressive. There's also some limited, but excellent sound FX on both machines. If you fancy yourself as a sleuth, you can't miss this!

▼ The icons are, from top to bottom, go into question mode, display house maps, display notebook pages, take fingerprints, examine fingerprint files, wipe object clean, take object and make an arrest. (Amiga)



amiga

PRESENTATION 88%
Good range of locations, easy-to-use icon system, four skill levels, automatic note-taking and change your sleuth's appearance option.

GRAPHICS 85%
Monochromatic but atmospheric and well detailed, with everything from toilets to four-poster beds and armour (and including the kitchen sink!).

SOUND 72%
No music, but some nice FX such as whispering when people talk, owl hoots outdoors and some squeaking floorboards.

HOOKABILITY 89%
It takes a little getting used to, but the icons make complex ideas easy to understand and master.

LASTABILITY 95%
Over 3 million different murders to solve, plus four skill levels. Surprisingly compulsive, as soon as one murderer is caught you want to nab another.

OVERALL 92%
Clever, innovative and addictive — the ultimate whodunnit!

64

PRESENTATION 90%
Impressive loading screen, plenty of locations, four skill levels, one load and automatic note-taking.

GRAPHICS 74%
The restrained, realistic settings don't work as well as on the Amiga. But they're effective enough and there's plenty of variety.

SOUND 72%
Most of the excellent, superbly atmospheric Amiga FX have been duplicated.

HOOKABILITY 85%
The icons aren't quite as clear, but you soon get the hang of things and crime-solving has never been more addictive.

LASTABILITY 96%
Over 3 million murders on your C64! An immense amount of playability to keep you occupied for ages.

OVERALL 93%
An absolutely fascinating and compulsive detective game.

64 TEST

GALAXY FORCE

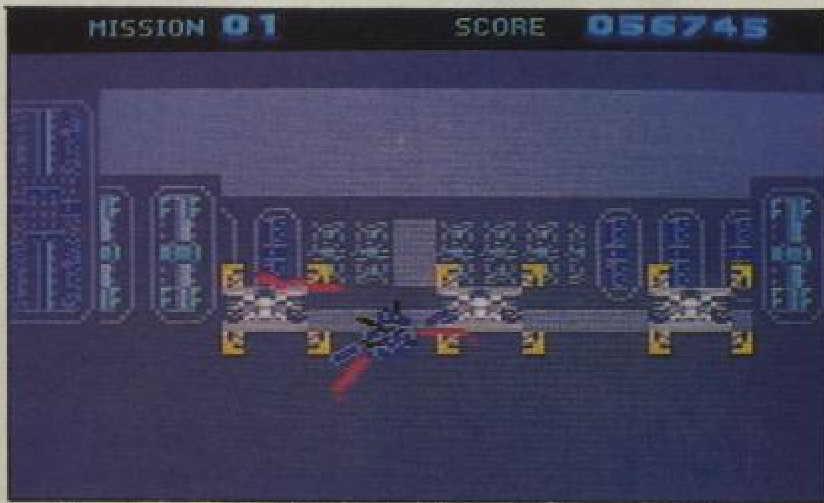
Activision C64 £9.99 Cassette, £14.99 Disk

The Forth Empire has occupied the five planets of the Junos star system and turned them into fearsome military bases. Only the elite Galaxy Force pilots can save the day...

Start the battle on any of the planets and use lasers and missiles in time honoured xenophobic fashion. Energy can be topped up by collecting special capsules, so you might just be able to penetrate the fortress at the heart of the planet. Once inside it's a simple matter of squeezing through the barriers, punching home the killer blow to the planet guardian, and zooming off into space for the next planet.



The Amiga version was slow and unexciting, so little was expected of the C64, but it turns out to be quite impressive. Covering four disk sides it features loads of large, detailed graphics moving very quickly. The clouds, briefly seen guardians and the fire leaping up in Salamander fashion are all good. But it can still get a bit confusing, and the gameplay soon gets repetitive. Full marks for effort though, and hopefully the graphic routines might be reused in a (gasp!) original C64 game.



▲ Penetrating a fortress in this graphically impressive coin-op conversion.



The C64 game is long overdue and never really could come across with anything like the original's visual quality. At least programmer Neil Coxhead has gone for the 'feel' of the coin-op with its fast pace and sheer mass of graphics getting thrown at the player. With Probe lending a hand on the front-end and the axeman Martin Walker providing good sonics, it's all slickly done. Inevitably though, without the awesome graphics the weak, limited gameplay lets it down.

PRESENTATION 77%
Smart select-a-planet scene accompanied by separate intro for each planet, reasonable multiload on disk (tape doesn't bear thinking about), handy level-restart feature.

GRAPHICS 71%
Impressive number of fast moving expanded sprites with masses of colour although it can get messy when the action hots up.

SOUND 68%
Above average tunes for each level, but title tune is best.

HOOKABILITY 64%
Select-a-planet option allows you to see a lot of the impressive graphics quickly. The fast paced action is instantly playable.

LASTABILITY 52%
Gameplay is repetitive, somewhat confusing and pretty tough with a fast dwindling energy supply to see you through five large planets.

OVERALL 56%
Ambitious and respectably programmed but mediocre gameplay.

64

omni-play horse racing

Mindscape/SportTime, C64 £14.99 disk only

The latest in SportTime's Omni-play series is a simulation of the 'sport of kings'. Up to four players can compete against computer opponents in a tournament, not riding or training horses but betting on them. Of course, professional punters don't simply use luck to win — so all the important statistics about all 128 horses' and 15 jockeys' previous races are available including race distance, track condition, and winning time. And if you're a mere pinsticker you can buy a tip from an expert computer player — if you trust them enough!

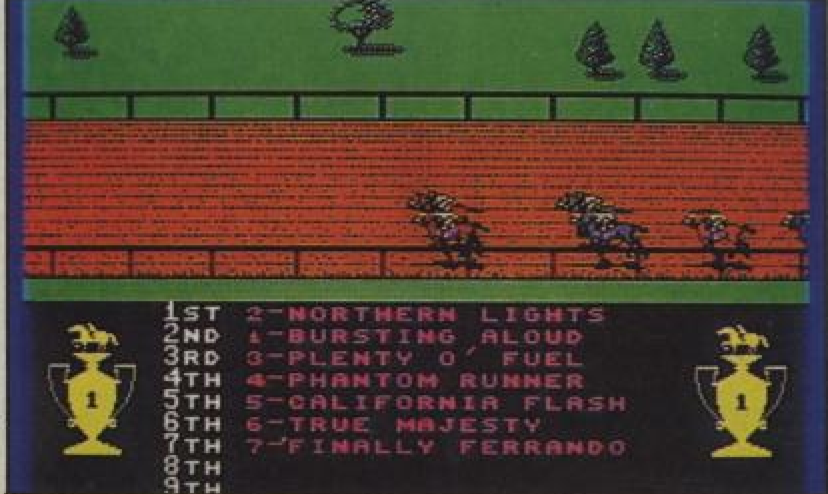
When all bets (including various combinations) have been placed the race section is multiloaded in. The horses are shown side-on, galloping down the straight, the view switching to overhead (and the horses to mere numbers) for the bends of the oval track.

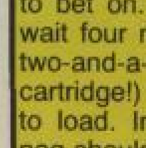
The overall winner is the player who has won the most money after a definable number of races or the first to reach a definable amount of winnings.



Aaargghhh! I just can't believe how bad this multi-load is. Still, this is a very topical game: by the time it's loaded The Grand National will be upon us again! Considering the huge manual, the game is surprisingly shallow. There's loads of options but very little depth of play and zero incentive to carry on once the thrill of winning money has worn off. If gambling was this boring William Hill would be out of business!

▼ Guess which horse Phil put his money on, yes it's Finally Ferrando!





This is typical of all the previous Omni-play games: a huge manual to read, loads of lengthy disk accessing and minimal playability. And this one's probably the worst yet with very little to do other than pore over reams of statistics before deciding which horse to bet on. Then you have to wait four minutes (only about two-and-a-half with a fastload cartridge!) for the race section to load. In racing terms this nag should be sent straight to the glue factory!

PRESENTATION 24%
Appallingly lengthy and frequent disk accessing. Plenty of options though.

GRAPHICS 54%
Multiloaded pre-race presentation screens, okay race graphics with good horse animation.

SOUND 30%
Muffled galloping effect.

HOOKABILITY 32%
The multiload's a huge handicap and studying loads of statistics isn't much fun.

LASTABILITY 28%
There's nowhere near the game depth the large manual implies.

OVERALL 31%
A faller at the first fence.


adidas
CHAMPIONSHIP
Tie break
Pin 'em to the baseline, attack the net and volley the winner! You might have taken this match but that was on grass - can you play as well on clay or on the indoor courts?... with TIE-BREAK you'll soon find out! And the play selection doesn't end there - play singles or doubles, select to play in all the major tournaments such as Wimbledon, Davis Cup, French Open and many more. You can then make a racquet selection -and that could win you the match!
Featuring all the shots in the book, breathtaking animation and amazingly realistic speech and sound effects in T.V. style presentation make TIE-BREAK the out and out winner on any micro.
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS TELEPHONE: 061 832 6633, TELEX:669977 OCEANS G, FAX:061 834 0650.
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ocean



▲ In the mire of prehistory Prof Potts's quest for the accelerator crystal has only just begun. (C64)

TIME MACHINE

Activision/Vivid Image, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Can't afford, or find a chrono-charged De Lorean? Never fear, Prof Potts has his own means of travelling through time, with a machine in the classic mould of HG Wells's device. The only problem is the Prof likes to work outside, and as he's about to zip off to one million years BC (and meet Raquel Welch!), terrorists strike!

The explosion destroys the time machine and its vital accelerator crystal, hurling the Prof a lot further back in time that he'd intended. He arrives in an era when humans have yet to evolve. The future as the Prof knows it no longer exists. So he must alter history to recreate the 20th century, allowing him to prevent the terrorist attack and live happily ever after!

Prehistoric Times comprises five flickscreens, including a swamp, river and volcanic ground. You must find a way to cool the Earth down, killing off the dinosaurs, and allowing humanity to evolve. If you do this successfully another Time Zone is created, the Ice Age. Here you must find a way to heat the planet up. In all, there are five Time Zones with the Stone Age, Middle Ages and Modern Day. This makes a total of 25 screens, shown in a grid at the centre of the control panel. Once a Time Zone is created its five screens turn blue and you can travel there: you stay in exactly the same position as you were before, only the time changes. Often landscape features such as rocks and trees are still there, the river is in virtually all Zones. Potts also carries Travel Pods which can be dropped and teleported back to.

All this time-travelling is crucial because you could be in the Middle Ages when the Ice Ages stop heating up, threatening Man's evolution. So you must warp back and fix the problem before all the Zones collapse, sending you back to the start minus a life. You might also need some food which grows in Prehistoric times, or need to change an object which will have an effect on a later level. Your energy is shown by a gauge on the right of the control panel: energy is drained by walking underwater (!), being hit by objects such as falling icicles and being hit by creatures such as yetis! To defend yourself you're armed with a short-range zapper;



▲ Ahh. To think we've all evolved from these dumb critters — well, except Robin who hasn't evolved at all!

It's been a long time since a game as imaginative as this. The game operates in such a smart way, eg planting a seed in Prehistoric Times then warping into the future and discovering a tree standing in its place. That's not to say this is another arcade game with frustratingly obscure puzzles. The solutions are far from obvious, but they all seem very logical and the novel time-travelling element makes it absolutely compulsive to play. Due to the way everything interrelates, the game has to be a single load. Yet the Amiga's 25 screens pack in five distinctly different zones, all glowing with plenty of colour and imagination. The speech bubbles are fun, and the way the Ice Age chimps shiver, turn blue and then freeze is hilarious. The game has an excellent cartoon look which really adds to the entertainment value. But it's the C64 game which is incredible, cramming the same 25 screens into 64K. The quality of the Zones is so high you'd be convinced there had to be a multiload, but there isn't! This is a marvellous arcade adventure, great on the Amiga and incredible on the C64!



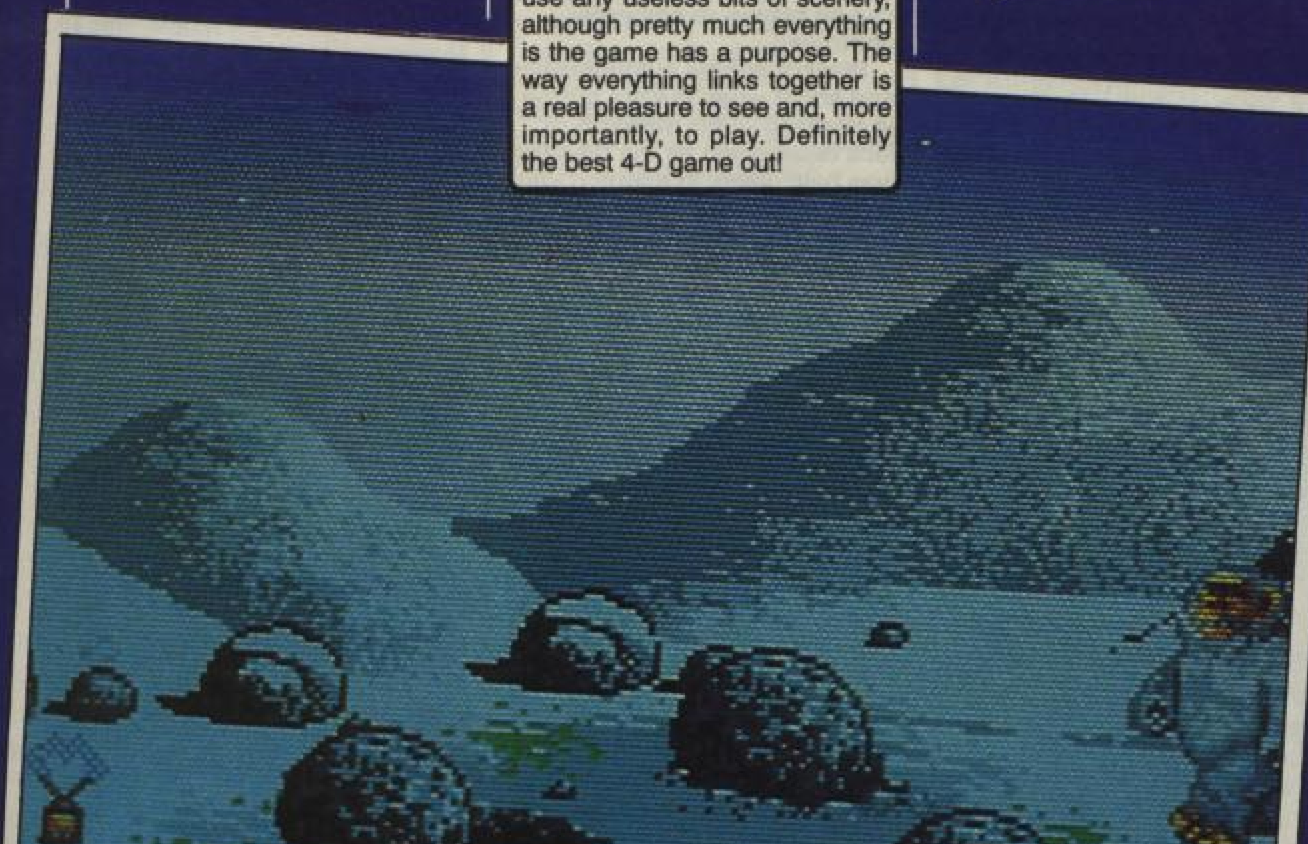
initially it stuns a creature (useful if you want to pick it up), but prolonged fire might kill it.



Although *Time Machine* is another flickscreen arcade adventure, it's completely different from the blasting intensive *Hammerfist*. There's still plenty of baddies to zap but you have more time to think — essential with such an innovative game. The puzzles are so interesting and fun I just had to keep playing. Even when you work out what you need to do, getting it all in the right order and using the travel pods to best effect is very challenging. The graphics are, in my opinion, an advance over *Hammerfist* on both machines and the way you can interact with them is great. I especially like the window on the instrument panel which shows a picture of any useable objects you get close to. This saves you trying to pick up or use any useless bits of scenery, although pretty much everything is the game has a purpose. The way everything links together is a real pleasure to see and, more importantly, to play. Definitely the best 4-D game out!

▼ Modern times, modern problems — Prof Potts tries to stop the terrorists who are about to blow him up again. (C64)





▲ The Ice Age, and Prof Potts has time to drop a Travel Pod before taking on a Yeti. (Amiga)

Considering this is one load I'm very surprised by just how much is in *Time Machine*: the wide variety of atmospheric graphics, a technically superb Wally Beben tune, not forgetting the sheer complexity of the game and the great sense of freedom to do what you want makes for an impressive game alright. It's a nice idea that you can't just leave a time period and forget about it; you've got to keep jumping back to correct past events, then jumping forward to manipulate the results and back again to tackle a new problem — compelling stuff! The ideas behind *Time Machine* are very inventive, making for a very devious game: it's akin to the *Back to the Future* movie only much more fun as it's *you* that's manipulating the time lines. Just when you think you're getting somewhere something happens in the distant past to make you lose all the time periods you've reached. It may well sound frustrating but it's great fun to merely experiment with the time zones and there's a lovely sense of humour about it all. I've only one reservation and that's whether *Time Machine* is really a 16-bit game, since little has been done to expand the game for the Amiga though I must admit it's great to play and looks excellent.



amiga

PRESENTATION 79%
A little intro sets the scene well and the lack of multiload is both vital and welcome.

GRAPHICS 92%
Very 'vivid', colourful graphics establish a cartoon feel with many amusing touches such as freezing monkeys.

SOUND 85%
Good intro and in-game tunes, but the FX are superb with sampled pterodactyl shrieks, zapping noise and so on.

HOOKABILITY 91%
As with the C64 you can have lots of fun exploring and the first level puzzles are relatively simple to ease you into the game style.

LASTABILITY 88%
The same as the C64, which is a bit disappointing — maybe they could've put in a a few more dinosaurs to go with the pterodactyl.

OVERALL 90%
A superbly done time-travelling arcade adventure.

64

PRESENTATION 70%
Attractive loading screen and title music, with no multiload!

GRAPHICS 93%
Five zones and 25 screens consisting of top quality graphics.

SOUND 80%
Good Wally Beben intro music and in-game spot FX.

HOOKABILITY 94%
Despite the complex ideas, the urge to simply explore is high and with a little persistence Zone Two is soon created.

LASTABILITY 91%
Not only must you work out the intriguing puzzles, but maintain the Zones against marauding creatures.

OVERALL 93%
The best arcade adventure in a long while.

ZZAP! TesT

MANCHESTER UNITED

Krisalis, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

'The most famous club in the world' (rubbish, that's Clee Hill Utd! — Phil) has had its problems in the League recently, though Alex Ferguson saved his bacon by winning the FA Cup. But maybe you still think you could do a better job, so here's your chance. As well as making managerial decisions you can even play for the entire team!

But before you get your boots on, there's a bit of managing to do via the icon-driven menu system. Each member of squad has a position and several individual skill ratings. Players aren't set in their abilities though: you can use the selective training option to improve each of six attributes.



This is no *Player Manager* but it's enjoyable enough. The C64 game features all of the Amiga's management options and a better match section to boot. The overhead-view is preferable to the Amiga's side-on perspective while the *Kick Off*-style players are well animated and move at a reasonable pace. In both versions the control method is easy enough to be instinctive while the management side is detailed enough without being over-complex.

Sadly, the Amiga game's spoilt somewhat by a poor match section with less effective side-on perspective and bland players seemingly skating along the grass!

▼ Jim Leighton goes completely the wrong way — again! (Amiga)



▼ Man Utd make a rare attack on goal in the overhead-view C64 game.



Of course, no amount of training will be enough for some old sloggers (Bryan Robson?! — Phil) so they can be sold and new players bought via the transfer system. You can attempt to buy any of the players on the transfer list or make a bid for those not listed although they're likely to cost more. If another club makes a bid for one of your players you can accept, refuse or even insult the chairman if it's a derisory offer!

Before the next league match the team must picked along with one of five formations. The arcade section is then multiloaded in. Matches are viewed from overhead (on the C64) on a scrolling pitch with the teams kicking left/right. On the Amiga it's a side-on view. Both United and the opposition can be player- or computer-controlled.

Players dribble automatically and shoot when the fire button is released — the strength of kick determined by the time fire was held down. In addition you can chip the ball by pressing fire again quickly afterwards. Tackling is achieved either by running into the ball or by doing a sliding tackle. If mistimed the latter can lead to a free kick: players can get suspended for bad fouls while their victim may be injured. Both free kicks and corners can be accurately aimed by moving a cursor where you want the ball to land.

Game options allow you to change match duration, adjust computer skill level for United and opponents, and turn the management section off.

The two-disk Amiga version has been around for some time now. Identical to the C64 in management mode apart from digitised piccies of the United players, its elevated side-on view of the action also features a radar scanner and a set digitised 'action replay' when a goal is scored.



Amiga *Man Utd's* actual footie game oozes glitzy details, with a ref, linesmen, players taking goal kicks and even poorly digitized 'replays'. But the colours used are awful, they really are very bland indeed, while gameplay is unremarkable. Scoring goals is very tough and the game doesn't compare well with *Emlyn Hughes* for playability.

The C64 version boasts even tougher goalies, but the worst thing is how control switches rapidly and confusingly between players. There's simply too many players milling around for it to be more than a messy scrum. The graphics are okay though, and the management elements in both versions are fairly comprehensive.

PRESENTATION 68%
Easy-to-use icon-driven management menus. Multiload not a problem.

GRAPHICS 78%
The overhead view of matches works better than the Amiga's side-on perspective.

SOUND 76%
Good continuous tune in management section, sparse match FX.

HOOKABILITY 65%
Fairly playable arcade section.

LASTABILITY 69%
Comprehensive management options offer long-term appeal.

OVERALL 67%
A fair hybrid of management and arcade football.

amiga

PRESENTATION 64%
Easy-to-use menus, fair amount of disk accessing.

GRAPHICS 65%
Okay apart from pastel colour scheme and 'skating' players.

SOUND 42%
Appallingly annoying tune, reasonable match FX.

HOOKABILITY 59%
Frustratingly difficult to score goals.

LASTABILITY 60%
Man Utd fans will enjoy the almost forgotten experience of winning the league. A substantial campaign.

OVERALL 60%
Like the team, strictly second division.

KICK OFF 2

C64



▲ You've won a corner kick, and there's plenty of options for how to take it.

Anco, £9.99 cassette, £14.99 disk

The best football game ever, and the arcade game of 1989, suffered a mediocre C64 conversion using a changed left/right scrolling pitch. Thankfully for *Kick Off 2* a completely new, multidirectionally scrolling overhead view has been adopted to replicate the award-winning Amiga game. 16-bit style dribbling has also been included, with the ball bouncing along realistically rather than being glued to the player's foot. Scissor kicks, which are supposedly in the Amiga game, have been dropped from the C64 version, but aftertouch is included — this is where moving the joystick after the ball has been kicked lets you swerve the ball a bit. Also, all the throw-ins, goal kicks and free kicks can be controlled — with players even lining up in a wall when a free kick is near the penalty area.

The computer automatically switches control to your player nearest the ball, and tackles are achieved by running at a player or doing a sliding tackle. The latter can lead to a foul, which occasionally results in a free kick and a yellow card. A second foul by the same player can see him being sent off!

Besides a simple friendly match, you can choose to play in the league, cup and World Cup. The latter includes all 24 teams in the '90 championship, organized in the correct six groups. Obviously, you can save your performances. Any or all of the countries featured in the three championships can be selected to be human controlled. In the disk version you can select which people play out of your full squad, and make substitutions. It also features action replays which can be saved to disk.

Once you've chosen whether you want to play in one of the championship, the main game is loaded in. Then there are options to vary the time in a half (3-20 mins), choose from four pitch types and vary your team's formation (before the match and at half-time). You can also select team mode, where both players are on the same side with one unfortunate controlling the goalie!

▼ The radar scanner isn't that much use, but scrolling is fast and gameplay fun.





Full marks to Anco for effort on this one, after the disappointing original they've crammed an amazing amount of the 16-bit game into this. The sophisticated ball control system and large pitch are likely to go down well with anyone wanting something a bit more realistic than *MicroProse Soccer*. Unfortunately there are two serious flaws. Firstly, the speed isn't quite fast enough to fully recreate the excitement at the heart of the Amiga game. Secondly, the scanner is almost completely useless, which severely restricts the ability to make useful long passes. There's also a minor problem over free kicks being taken by the wrong side, and overlong injury time. Nevertheless, it's still quite playable and packed with championship options for lastability.



Sadly, C64 *Kick Off 2* does have its fair share of flaws. For a start the radar scanner is far too small to be any use. As off-screen players aren't intelligent enough to get to the ball quickly (mostly they run away from it!) you often have no players on-screen for long periods. The scrolling pitch also sometimes fails to keep up with the ball which moves in an unpredictable manner — as if it were on elastic. On the good side, the pace of the game is impressive — almost as fast as the Amiga version — while the same instinctive player controls have been utilised for maximum playability. In addition, most of the major Amiga options have been retained, albeit via multiload. So how does it compare with other C64 footy sims? Well despite its flaws I'd go as far as saying it's the best since the classic *MicroProse Soccer*. Not quite brilliant but an undoubted improvement on C64 *Kick Off*!

PRESENTATION 90%
League, cup and World Cup championships pit various countries against each other using a sensible multiload. Useful options such as save/load, time per half and team-play. Disk version features savable action replays and team selection.

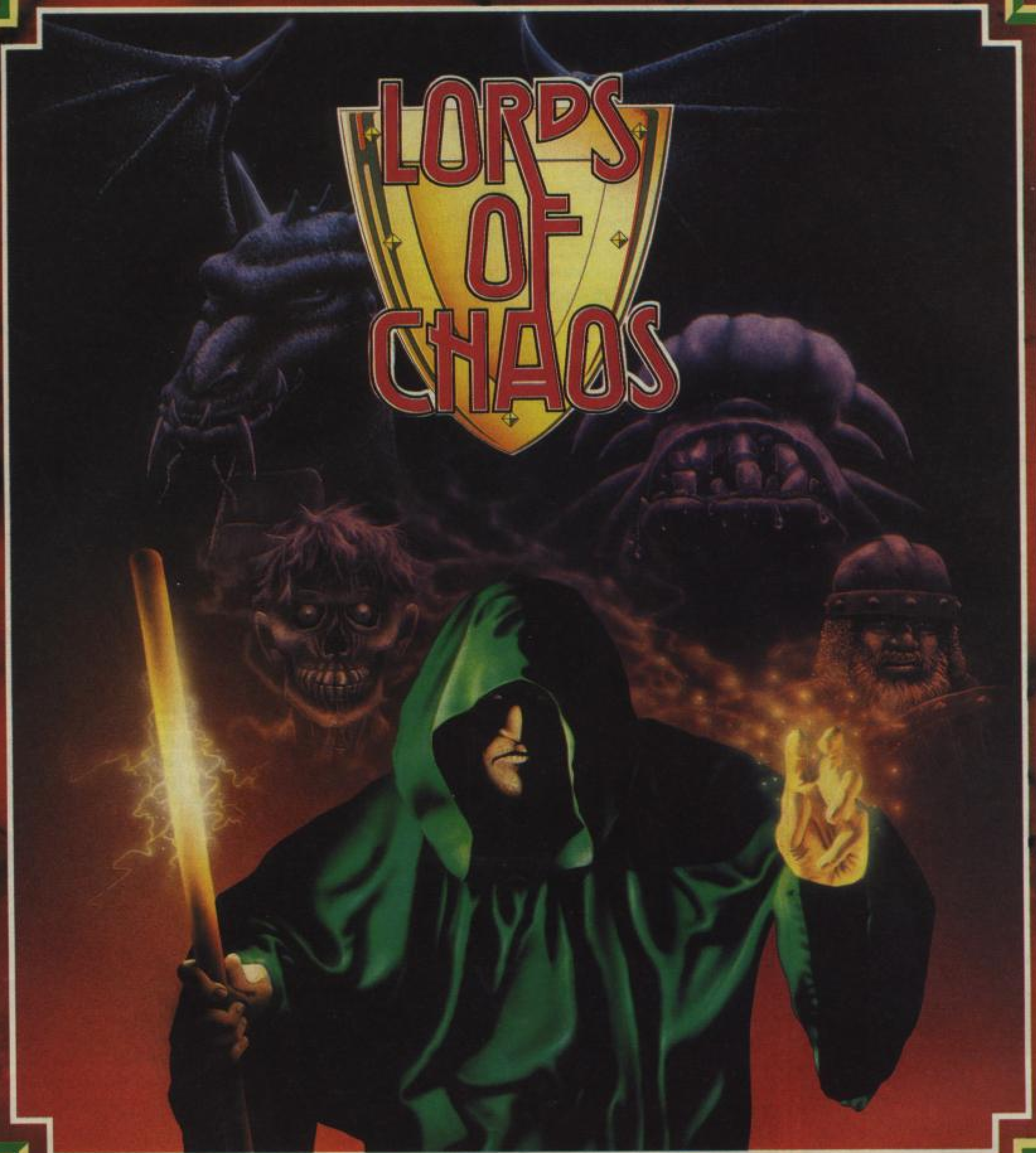
GRAPHICS 70%
Unremarkable sprites and poor radar scanner, but multidirectional scrolling is rapid. Ball moves unpredictably at times.

SOUND 29%
Limited kicking and whistling FX.

HOOKABILITY 77%
Very easy to get into with instinctive player controls...

LASTABILITY 78%
...while championship options mean there's plenty of challenge.

OVERALL 77%
An impressive and worthwhile conversion.


LORDS OF CHAOS

the think TANK

It had to happen. One last insult provoked the Geek past snapping point and Norman got a fatal blow to the head from his chemistry set. Replacing Norman we have the Think Tank, a new section which includes not only adventure games and tips, but also strategy and RPG games — in short anything else too brainy for the ZZAP! lads. Nik Wild, late of TGM and Inter-Action, provides in-depth reviews of most of the games with Robin Hogg providing strategic help.

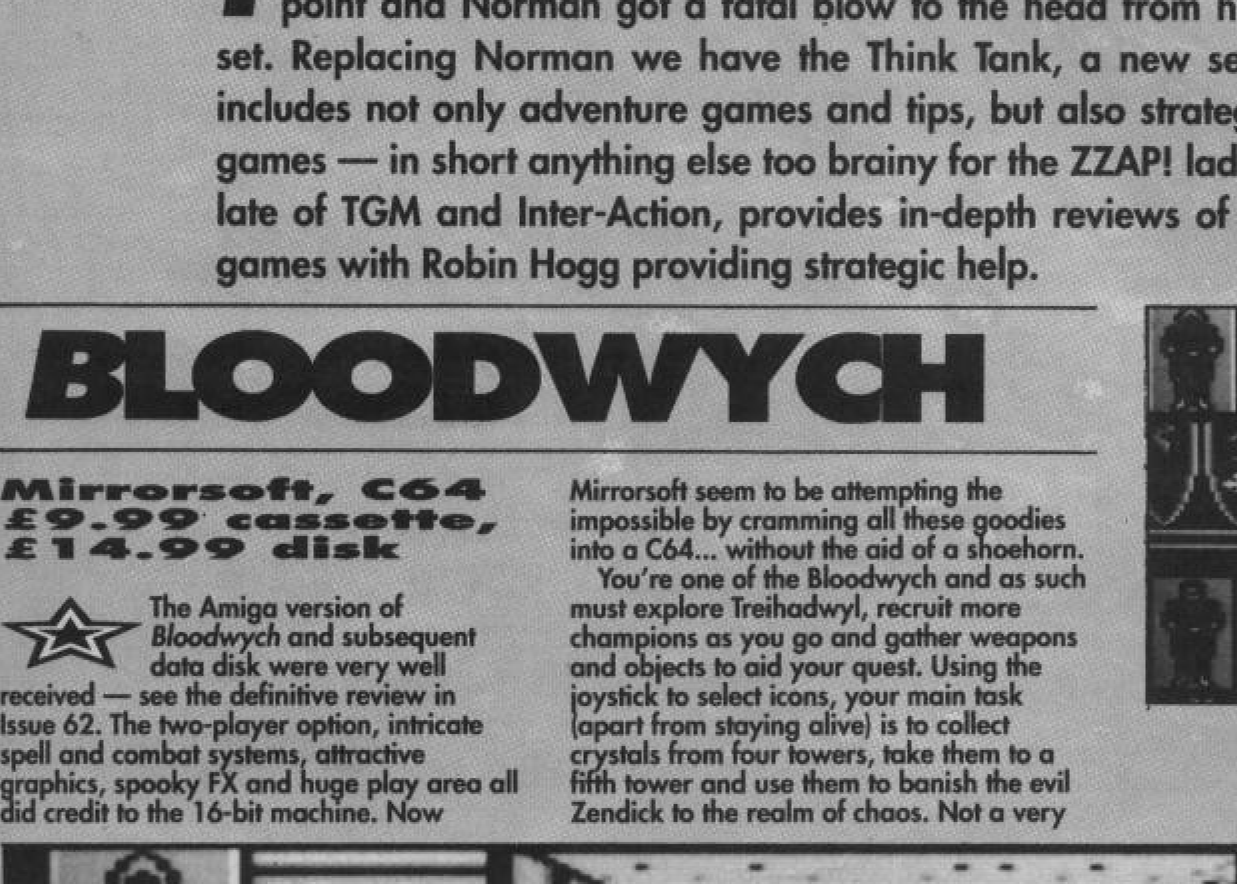
BLOODWYCH

Mirrorsoft, C64
£9.99 cassette, £14.99 disk

The Amiga version of *Bloodwych* and subsequent data disk were very well received — see the definitive review in Issue 62. The two-player option, intricate spell and combat systems, attractive graphics, spooky FX and huge play area all did credit to the 16-bit machine. Now Mirrorsoft seem to be attempting the impossible by cramming all these goodies into a C64... without the aid of a shoehorn.

You're one of the Bloodwych and as such must explore Treihadwyl, recruit more champions as you go and gather weapons and objects to aid your quest. Using the joystick to select icons, your main task (apart from staying alive) is to collect crystals from four towers, take them to a fifth tower and use them to banish the evil Zendick to the realm of chaos. Not a very







inspiring plot but it doesn't matter. What we have here is a 16-bit game brilliantly scrunched down to fit an 8-bit machine.

A one- or two-player option, far too many spells to wave a wand at and a massive play area all make for an enthralling role play game. The only real difference from the 16-bit version, apart from less detailed graphics and sound (obviously), is the combat system which is a lot more user-friendly — but I'm not complaining, I need all the help I can get.

An excellent conversion of a brilliant game, just remember: don't get lost or killed.

ATMOSPHERE
89%
PUZZLE FACTOR
86%
INTERACTION
90%
LASTABILITY
91%
OVERALL
90%

KING'S QUEST IV

Sierra On-Line, Amiga (1Mb only) £34.99

Edward, King of Daventry, is dying and, having no heir to his throne, chooses his favourite knight Sir Graham to rule when he finally snuffs it. To prove himself worthy of the throne Graham is set the task of finding and returning three great treasures to the kingdom. This he does and ruler he becomes (*King's Quest 1*). Quickly bored with being king, Graham looks in his magic mirror (every ruler should have one) and sees a beautiful girl held captive in a tower by a jealous crone. He decides she is the one for him and sets off to rescue her. He does so (*King's Quest II*), they marry and produce twins. Life is brill until a three-headed dragon attacks the kingdom and their daughter, Rosella, is captured... and rescued (*King's Quest III*). The scene is now set for *King's Quest IV*...

Graham is dying (here we go again!) and only a magic fruit from the swamplands of Tamir can save him. Rosella discovers this through the magic mirror (what would they do without it?) and is transported to Tamir by Genesta the fairy to not only get the fruit but also retrieve the fairy's magic talisman before she (altogether now) dies.

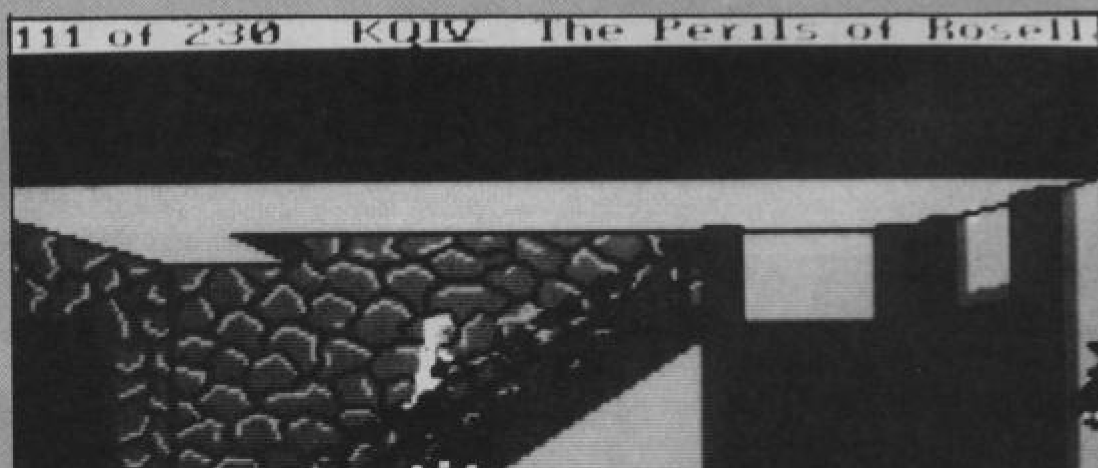
Playing the part of Rosella — pigtail an' all — you find yourself whisked to a sandy beach in Tamir... miles from home with no idea of where to go.

The fisherman's hut is good place to start, asking questions provides a couple of clues. The land to the east of the beach area is full of interesting and wonderful things such as unicorns, dwarves, ogres, magic woods, frogs that change into princes when kissed, haunted houses and the stronghold of Lolotte — she's got the talisman.

To the west of the beach is the sea in which you can swim, although you tire easily and may fall foul of the many predators roaming the waters. Keep swimming west and you'll reach the island where Genesta lives (or dies, depending on your actions). You'll also come face to mouth with a whale that seems to think Rosellas are good to eat.

You can actually wonder around Tamir for quite some time not having a clue as to what to do. If you're not in the right place at the right time you may miss an event vital to your progress: the unicorn only pops up occasionally, Pan dances about all over the shop and should you only visit the pool once you'll never get to see Cupid, let alone nick his arrows. Revisiting locations is hardly painful however, as they're mostly attractive to look at and there's usually plenty going on within them.





King's Quest IV is a most enjoyable adventure. Graphics are colourful and well drawn and animation, although slow in places, is neat and often humorous. Sound FX are good but I wish Sierra would do something about their music, it's dreadful.

Obstacles are many and varied, from brain teasers such as what to do with the three hags in the skull cave to manual dexterity tests like climbing stairs or negotiating whale tongues.

Unfortunately, I found the game fairly easy to complete, a factor that, for me, greatly reduces value for money. But it was fun while it lasted.

ATMOSPHERE
81%
PUZZLE FACTOR
76%
INTERACTION
78%
LASTABILITY
69%
OVERALL
76%



CONQUESTS OF CAMELOT

Sierra On-Line, Amiga (1Mb only) £39.99

Forsooth an' verily! Tis yet another game concerning the doings of noble Arthur, King Of The Britons. Yet this time tis an animated 3-D adventure from across the seas an' it doth detail Arthur's quest for that most alluring of prizes, the holy grail. But hold! I must away now and tackle said game, for it hath loadetheth...

Drawing upon the essence of the Arthurian legends spiced with a sprinkling of other mythologies, author Christy Marx has created a story that is a challenging, entertaining mixture of history and myth, fact and imagination... well, that's what the blurb says. Let's see shall we?

Three of your Knights Of The Round Table pushed off in search of the grail some days ago — Sirs Gawaine, Galahad and Launcelot — since which time nothing has been heard of them. As far as Launcelot is concerned this may be a blessing in disguise 'cause he's giving Guinevere, your wife, er,... more attention than he should. Some friend he is! (A knight of passion?! — Ed)

Deciding that you must now join the quest for the grail before your kingdom falls on dark times you begin the game by searching Camelot for all the things you need for the journey.

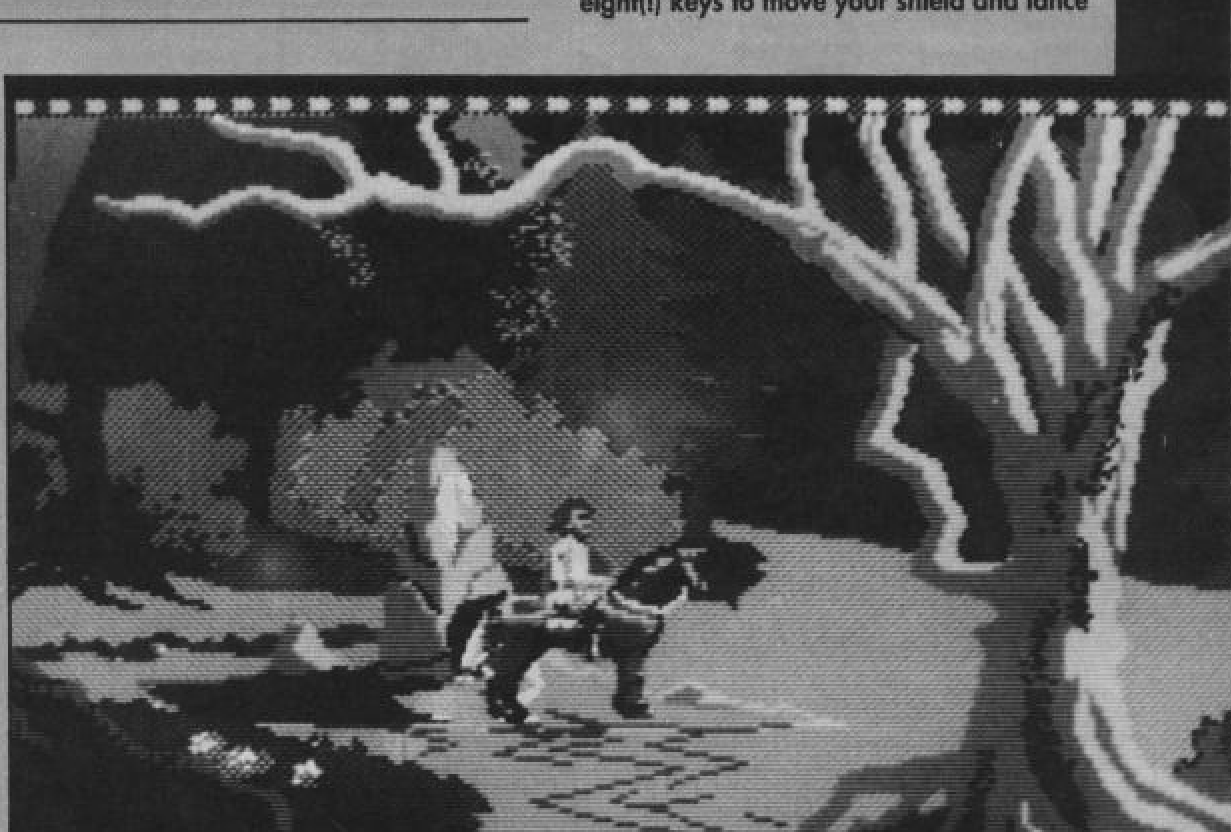
Information, a lodestone, your adventuring gear (including shield and sword), money and a rose from your wife are all important. And don't forget your horse; bunions would not befit a king.

Before you leave Camelot in pursuit of your three knights it's a good idea to pay homage to your Gods — plural, as you're given a choice in the chapel, it's wise to praise both of them.

Once outside the walls of Camelot a map is displayed from which you choose your destination — decided upon by the information gleaned from talking to people in your castle. You can only journey to three locations — Ot Moor, Southampton or Glastonbury Tor — which is disappointing especially as many more locations are highlighted on the map. I headed for Glastonbury Tor — the last known whereabouts of Gawaine — and adventure.

The parser is up to Sierra's usual good standard and they've incorporated lots of shortcuts for often-used phrases such as Open Purse, Ask About and Look at. Pull-down menus for adjusting game speed, saving and restoring games and certain commands are easy and quick to use.

In fact I was having a great time wandering around the forest on my horse. Then came the jousting: one location away from Gawaine I was challenged by the Black Knight, dark guardian of the forest, to a joust. I accepted his challenge — being king I had to — and entered the most frustrating, uninteresting, poorly implemented Sierra 'arcade element' I've ever had to endure. Some of the sequences in the *Manhunter* series (also by Sierra) are fairly dire but this one takes the cake. The main screen section shows the position of your lance and shield, the jousting hedge and the black knight jerking his way slowly towards you, lance erect. The idea is to use eight(!) keys to move your shield and lance



to both block his blow and land one of your own. I find this type of sequence frustrating to begin with but persistence and controlled breathing usually see me through — in this case they didn't and the time soon came to switch the computer off and have a cup of tea to cool down. Even the option to adjust the arcade difficulty level (hard, easy or normal) doesn't help. The jousting sequence is, at this point in the game, unavoidable. You can refuse the challenge but then the black knight kills Gawaine and Merlin refuses to talk to you ever again.

Conquest Of Camelot is more difficult

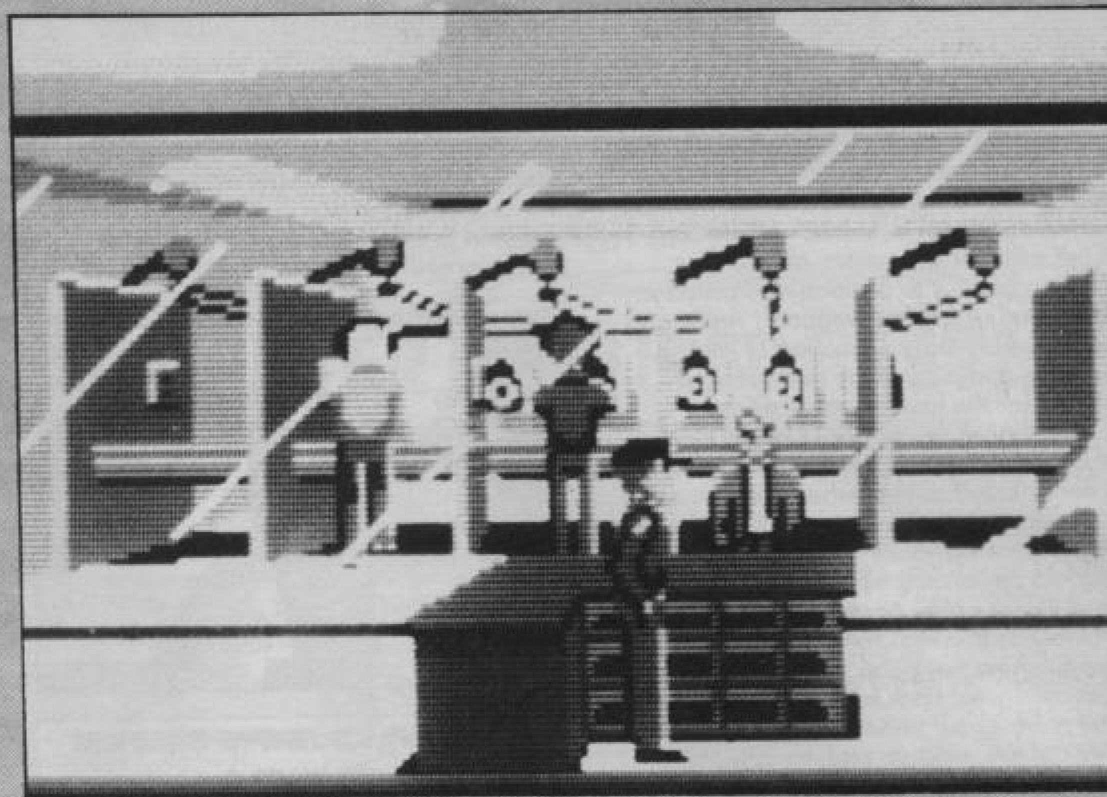


than most Sierra adventures (ie I didn't finish it in a day!), but it features the usual attractive graphics, generally good animation, poor music, realistic FX and some painfully slow screen updates. A feeling of being there is evoked by the amount of researched detail featured and although the jousting sequence (have I mentioned that before?) is abysmal, once it's behind you *Conquest Of Camelot* opens up into an enjoyable search for your three friends and the holy grail.

The accompanying booklet is an interesting read also, full of fascinating facts about the legends of King Arthur.

Gosh! A whole Sierra On-Line review and I haven't mentioned the high price tag!

ATMOSPHERE
86%
PUZZLE FACTOR
87%
INTERACTION
88%
LASTABILITY
90%
OVERALL
88%



POLICE QUEST 2

Sierra On-Line
Amiga (1Mb),
£34.99

The Death Angel's back in town! If you don't know who he is then I suggest you pop out and buy *Police Quest 1*, play it to its finish then, and only then, come back to digest this review... have you done that? Ok, let's continue.

Death stalks the streets of Lytton in the deadly form of Jessie Bains (aka Death Angel). Having recently escaped captivity he's out to make dead meat of the cop who put him away... you!

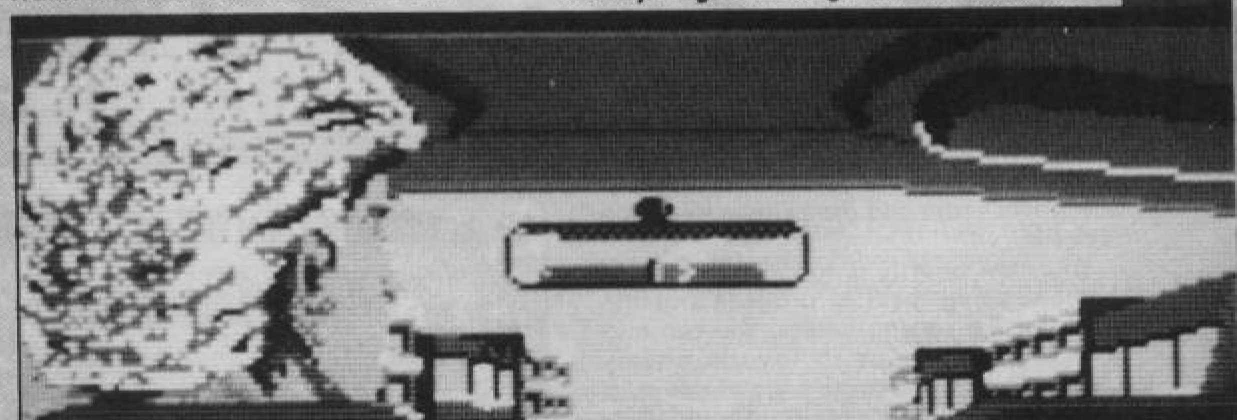
Taking the role of Detective Sonny Bonds you need all your policing skills honed to perfection before you can bring Bains to justice. In your race against time to put him away — this time for good — you have to master your weapon, disarm explosive devices and search for clues on land and under water. Working with forensic experts, crime labs and outside police agencies you need to discover, collect, collate and produce sufficient evidence to put Bains in the slammer.. permanently!

Featuring Sierra's 'double resolution graphics' and 'advanced animation' *Police Quest 2* is based on actual homicide cases and the stories of retired police officer Jim Walls. It also uses authentic homicide investigation procedures, so authenticity and realism are guaranteed... ?

Pulling up outside the police station in my 'sensible' car, my first problem was one of attention to detail. Turning the engine off, checking out the glove box and remembering to take the keys from the ignition are all such insignificant actions I think them totally unnecessary to include in an adventure and incredibly tedious to have to physically input. Once out of the car I suggest you make a save so you don't have to go through this dull routine EVER again.

Having locked the car (people nick anything these days) it's time to enter the station and face the trials (pun intended) of the day.

Wandering around, entering other peoples offices and generally getting in the way, I eventually found my desk... locked, trusting kind of guy aren't I? Following another quick exploration I found the locker room. Discovering the combination to my locker was no problem as I'd brought everything from the glove box with me. As



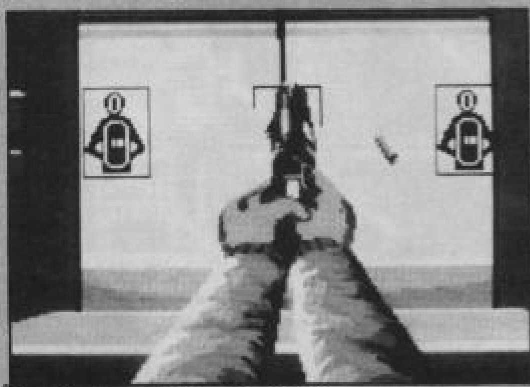
I strapped my gun on, grabbed my cuffs and ammo clip I at last began to feel like a real cop.

Weapons range next, for a spot of target practice. The blurb on the game packaging boasts 'Fast and furious', 'drama on the razor's edge' and 'Face the tension of split second decisions' but what with fiddling about with ear protectors, ammo clips, pressing buttons to position and collect my targets, adjusting my weapon's sights and the incredibly slow animation of raising, lowering and aiming my gun I started looking for the fast forward option!

The point of the weapons range is to adjust your gun's elevation and wind angle to near perfect so that when facing trouble in the streets one has some chance of hitting what one aims at... but it all takes so long! As an 'arcade element' it makes a good Play By Mail game.

Once the gun was functioning as well as possible (another good place to save your position) I went back to my desk to discover a bit more about myself and get my badge. It was at this juncture that my captain informed me of Bains's escape. From this moment on he kept nagging at me to get to work, earn my money and so on. So, thinking I was being a good cop I headed for my police car to take off and cruise the streets. Before I could start the engine however, the captain called me back and chewed my butt (last phrase supplied by Vernacular Inc.) for not obeying orders. It seems I have to access my computer and search relevant files for more info before I can hit the streets... boring, I wanted to get out there and catch some crooks. Ah well, now what's my computer access password?

There's a lot to *Police Quest 2* and a good knowledge of police procedure — provided in the accompanying booklet — is required to get anywhere. I just wish I could have got into the action straight away and not had to faff about in HQ. Maybe the police procedures are a little *too* real.



ATMOSPHERE
73%
PUZZLE FACTOR
74%
INTERACTION
70%
LASTABILITY
72%
OVERALL
72%

IMPERIUM

Electronic Arts
Amiga £24.99

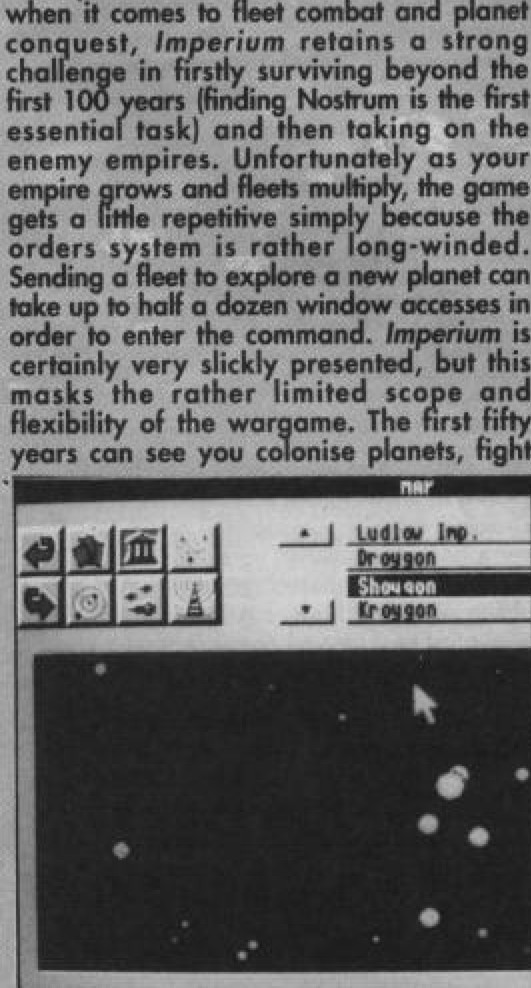
After releasing probably the biggest selling strategy game ever, namely the attractive if simplistic *Populous*, EA have now produced a more conventional wargame. It puts you in command of the human race just as it begins expanding out of the solar system, encountering four other alien civilizations aiming for interstellar domination. The battle is on military, economic and diplomatic terms with you as absolute dictator. But there are elections every fifty years and the penalty for losing is death!

Your first priority is to colonize neutral planets, using them to produce starship fleets for the coming battles. You can also use combat troops to invade enemy planets, but as your empire grows you must watch out for any revolts. Should they spread to Earth you'll lose your head, literally! This would be especially unfortunate since as long as you keep yourself intact, the drug Nostrum can prolong your life — à la Spice in 'Dune' — for as much as a thousand years. In fact, once the initial planet-gaining period is over the fight to gain and keep Nostrum becomes critical. The battle with the alien forces is a secondary concern to that of living through to the next election.

Driven entirely by a smart, smooth flowing icon system, *Imperium* is an authentic looking piece. The mixing of the classic Imperial look with future world conflict — and a suitably modern control system — creates a very believable game. Building space ships is nicely done with user-definable armour, engines, weight, and weapon levels allowing for a good variety of ship classes. It's a pity space combat isn't as good, being rather limited in flexibility.

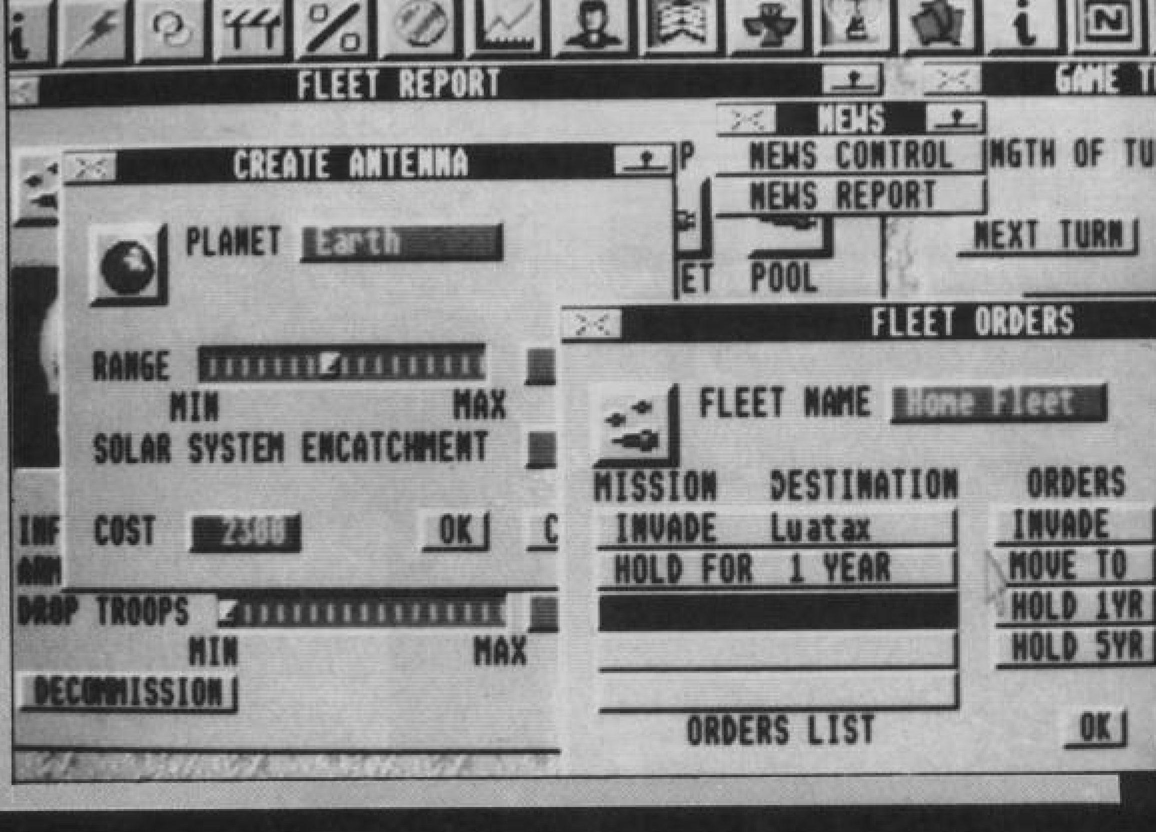
Generally though, there's a wealth of detail. With the colonisation of planets comes disasters, unrest amongst the populous and increasing demands to cure overpopulation problems. Messages accompany each event and the influx of non-essential information can weigh you down — fortunately, a series of flag markers allows you filter out messages of minor relevance.

Despite a rather shallow level of strategy when it comes to fleet combat and planet conquest, *Imperium* retains a strong challenge in firstly surviving beyond the first 100 years (finding Nostrum is the first essential task) and then taking on the enemy empires. Unfortunately as your empire grows and fleets multiply, the game gets a little repetitive simply because the orders system is rather long-winded. Sending a fleet to explore a new planet can take up to half a dozen window accesses in order to enter the command. *Imperium* is certainly very slickly presented, but this masks the rather limited scope and flexibility of the wargame. The first fifty years can see you colonise planets, fight



with fleets and then you've exhausted just about all the game has to offer. After this it's just a question of coping with the increasing number of planets in your empire and repeating the moves until victory (at least four alien empires with definable wealth, technology and size makes for a pretty long term challenge).

Nicely presented but nothing too



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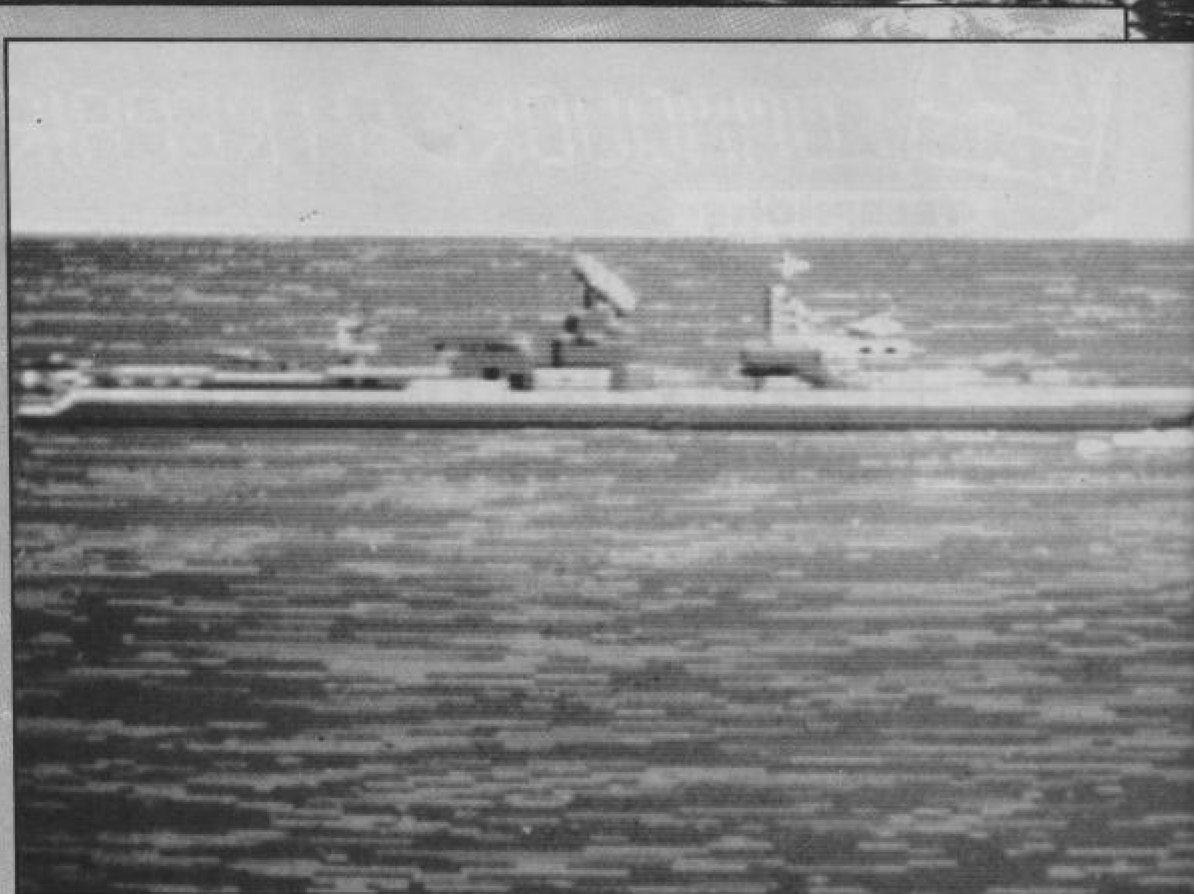
demanding. All in all, a good game to introduce people to the world of strategy.

PRESENTATION
78%
The manual isn't particularly well constructed and doesn't reveal too much about what strategies are possible, but the in-game icon system is very easy to use.

CHALLENGE
67%
Planet conquest and ship combat can get very repetitive in the long term. Although the first century is tough, with Nostrum to find and four empires to fight off, more was expected.

AUTHENTICITY
70%
Doesn't cover planet governing in too much detail and space combat is restricted but the imperial theme works well.

OVERALL
70%
One of the slickest looking strategy games around, proving easy to get into but not particularly demanding.



RED STORM RISING

MicroProse
Amiga £24.99

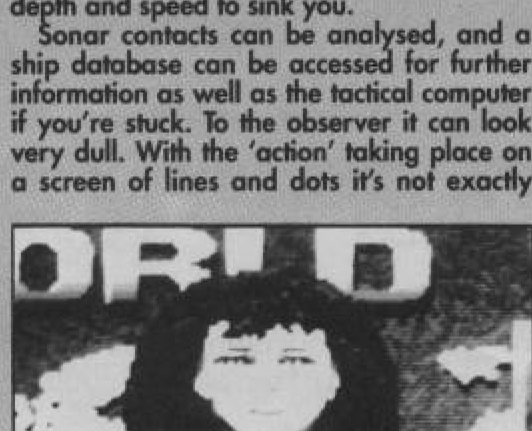
MicroProse certainly take their time with conversions and *Red Storm* must rank alongside *F-19* as one of the longest in production. The game is, of course, based on a novel by Tom *Red October* Clancy and was underrated on the C64 (86%, Issue 43). The now dated plot concerns the outbreak of WWIII. The USSR has invaded Iran, occupying the valuable oil fields, and NATO is scrambling to respond. Global war soon follows, with full-scale conventional combat across Europe, Iceland and the North Cape.

Your part in all this is as the commander of a nuclear attack submarine which is ordered to engage Soviet naval forces ranging from attack submarines (both nuclear and diesel) to surface vessels (cruisers, destroyers and even the latest aircraft carriers) — 30 ship types in all (plus helicopters).

In true MicroProse style a wide variety of missions and skill levels allows for vast levels of play. Single missions to destroy sole enemy vessels or group targets can be attempted or you can participate in the complete *Red Storm Rising* campaign itself. Select the latter and your victories/losses have a direct effect on the war as a whole (a somewhat unrealistic idea but it works well enough given that it's concentrating on one aspect of the novel).

Effective use of sonar is a priority if you're to survive. The manual, like all MicroProse simulations, is a weighty, informative tome and explains how sonar works extremely well. These books are an education in themselves and it's great to see it all working in practice: sonar contacts fade in and out while tracking a target and dodging incoming torpedoes racing around. Even though tactical displays look unimpressive, they work well and there's a lot to think about all the time. The flow of information is constant and no conflict is ever the same. On the higher levels the enemy can get very, very smart with multiple forces employing group tactics and attack subs utilizing their advantages to the full — witness an Alfa sub as it uses its depth and speed to sink you.

Sonar contacts can be analysed, and a ship database can be accessed for further information as well as the tactical computer if you're stuck. To the observer it can look very dull. With the 'action' taking place on a screen of lines and dots it's not exactly pushing the Amiga's graphic or sonic capabilities but it's very well thought out. Overall, the game is a very tense simulation of sub warfare, especially on the higher levels where it only takes one torpedo to down you. Add to this the uncertainty of sonar contacts, leading to a very deadly game of hide and seek, you can really begin to sweat with this realistic simulation. It's a remarkably different game to *Silent Service* with a lot more emphasis on tactics and textbook manoeuvring. I found it all highly compelling, totally absorbing stuff (even if it's not particularly astounding to look at). Highly recommended — just like the C64 game, in fact.



PRESENTATION
91%
Once again the manual is a good education in the ways of submarine warfare. Get over the initial confusion of interpreting the tactical display and its associated screens and it becomes very easy to play.

CHALLENGE
89%
Keeping to submarine warfare only can seem restrictive for those of you who've read the book, but the combination of skill levels, four time periods, nine types of mission (random situation every time) plus the *Red Storm* Campaign ensures considerable challenge.

AUTHENTICITY
87%
Obviously there's been some simplification to avoid weighing the player down with non-essential information (ship navigation is particularly simple) but the basic techniques of sonar wave analysis, sprint and drift, sub hunt tactics and general command of a submarine are very well replicated.

OVERALL
90%
Storm is basically a sim with tactics, but the wealth of authentic detail and options ensure virtually anyone with an interest in subs will love it.

ZZAP! MEGATAPE 9 INSTRUCTIONS! STARTING SOMETHING BIG!

STARACE (Denton Designs)

INTRODUCTION

In an age where space travel is commonplace, a method of travelling between solar systems had finally been discovered. A tunnel of space and time independence could be created through harnessing the power of small stars. Once the tunnel is open and stable, small spacecraft can travel through it, exceeding the speed of light.

After a time egotistical pilots started racing through the tunnels breaking speed records: from such simple beginnings the sport of 'Staracing' began. The tunnels became tracks and the STARACE league was drawn up.

STARTING THE GAME

After loading, the player is presented with the MENU console. A joystick plugged into the rear port will control the cursor, which appears as a hand. The MENU console is controlled by a series of buttons, activated by moving the cursor finger over the relevant button and pressing fire on the joystick:

VOLUME SLIDER

Holding fire down on the slider gives joystick control of the volume: left is quieter and right is louder.

MUSIC BUTTON

Pressing this will switch between sound FX and the music which plays while the game is running.

PLAY BUTTON

This transfers control to a STARACE ship waiting on the starting grid.

TRACK BUTTON

This button displays a side elevation of the currently selected track. Pressing track button again rotates the view of the track.

HISCORE BUTTON

The button labelled 'HI' displays the ten fastest times and the names of the pilots that flew them. Each track has its own Hiscore table. The Hiscores can be saved by pointing at the SAVE icon.

DATA BUTTON

Pressing the 'DATA' button displays information about the track and its current settings. The settings may be changed by pointing at them with the cursor; pressing fire will then change them. However, if you change the default settings of a track, you will not be entered on the Hiscore table.

The difficulty setting changes the speed of the other spacecraft you are racing against, while the control setting gives computer aided playing:

Demonstration Mode Demo mode of the game, fire on the joystick exits back to the MENU screen.
Manual Complete control of the craft.
Computer Alignment If the craft leaves the tunnel for a length of time, control is taken from the player as the computer puts the craft back into the centre of the tunnel.
Computer Assisted In this mode the computer turns the craft to centre it in the tunnel. Computer Alignment is also enabled.

SCREEN ARROWS

While using the track, Hiscore or Data MENU screens, two arrow heads are displayed on the top right of the screen. Selecting either one with the cursor will change which track number you have currently selected to display, and to race.

PLAYING THE GAME

After pressing the play button on the MENU console, your craft is placed on the starting grid. Press fire on the joystick to begin the countdown.

The object of the game is to finish the race in the fastest possible time. Leaving the tunnel slows you down, so to get the fastest time you must try to stay inside the tunnel and constantly accelerate.

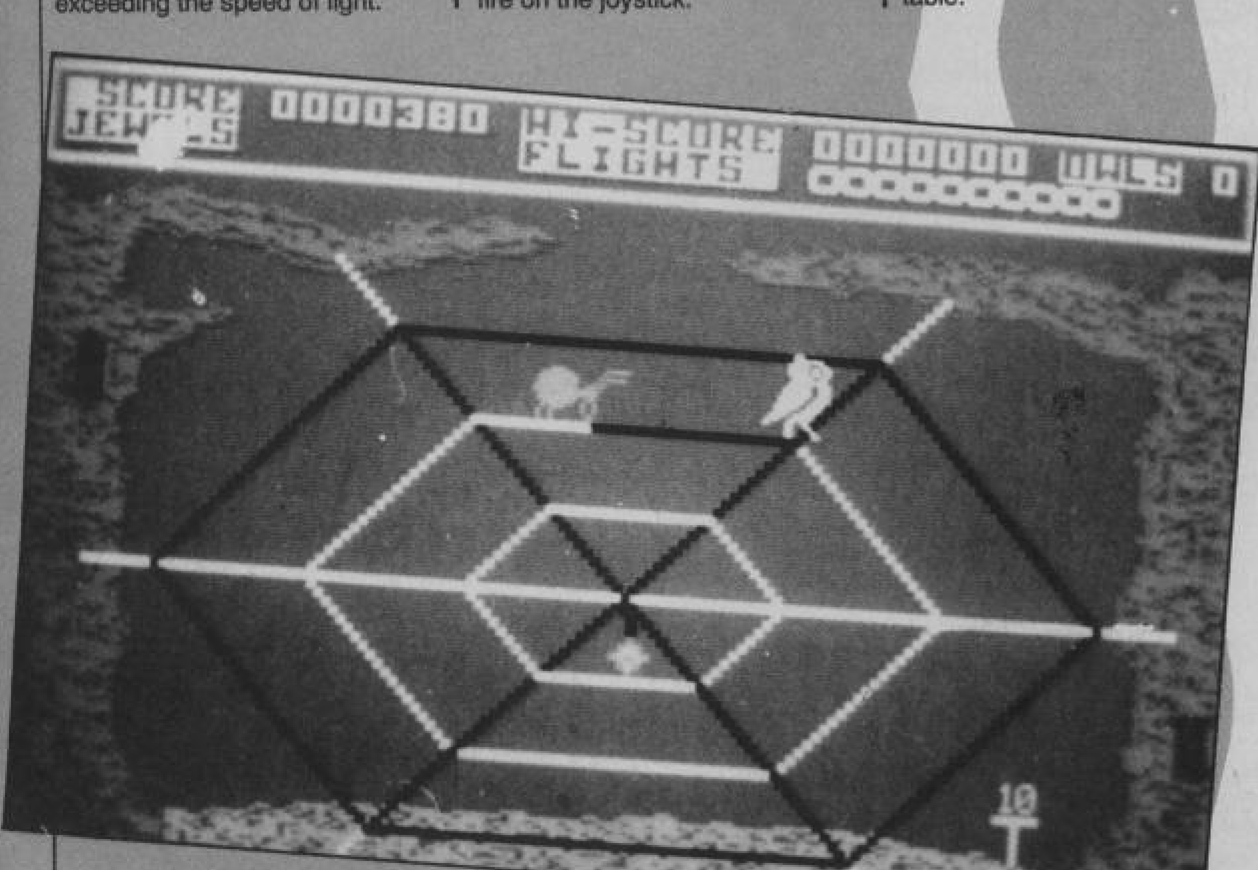
Around the outside of some of the tunnel bends are spherical bollards. Collision with a bollard will instantly cripple the craft, indicated by the screen cracking and a loss of control. After a few seconds, the craft is repaired and placed in the centre of the tunnel.

There are other craft racing through the tunnel which also must be avoided as colliding with one results in your ship going out of control. After a short time the craft is placed in the centre of the tunnel, but the other craft do not stop so a few may have overtaken you.

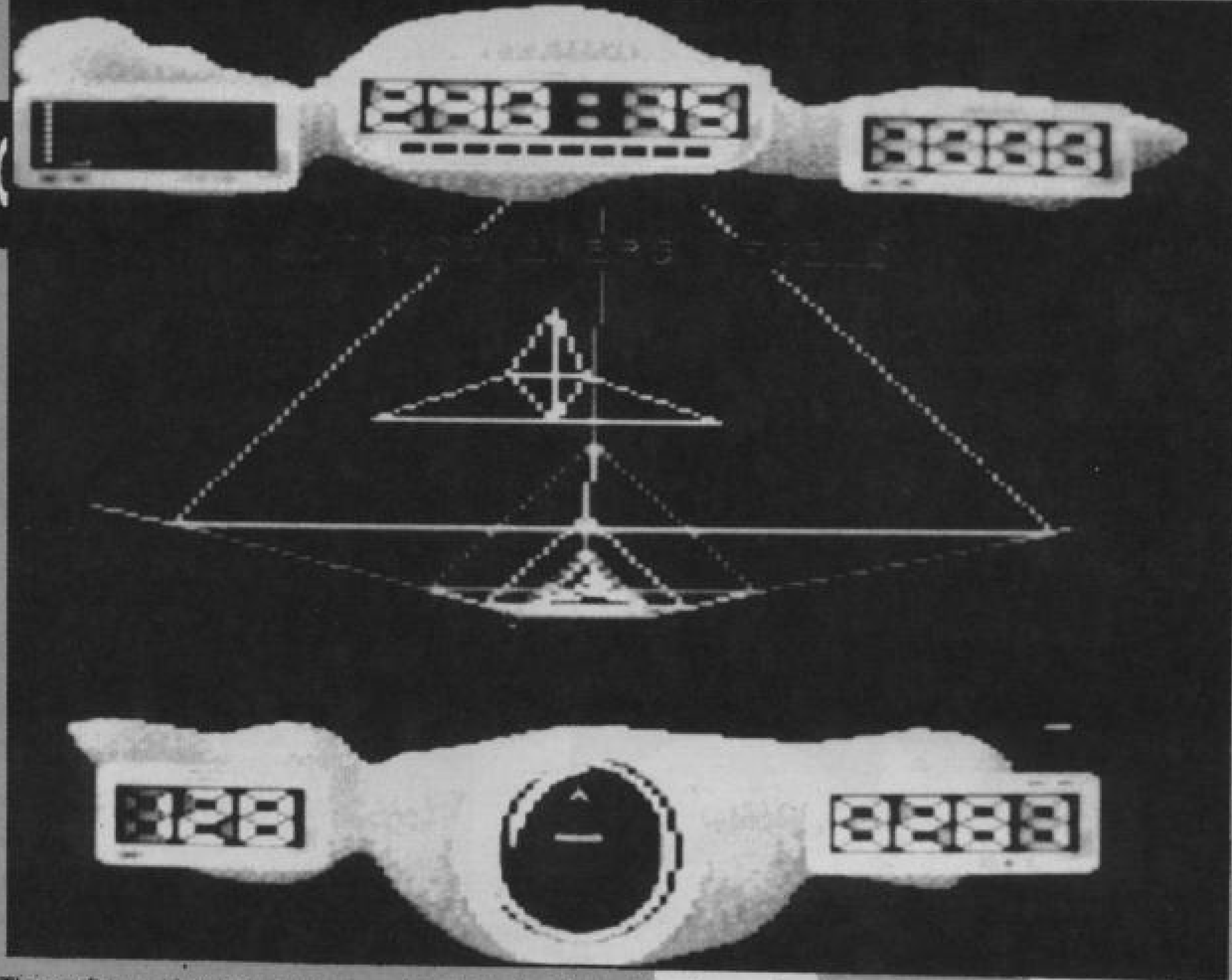
CONTROLS

The craft is controlled in a similar way to an airplane: pulling left or right on the joystick steers the craft horizontally, pushing forward tip the craft downwards and pulling back tips the craft upwards.

The craft is accelerated by holding down the fire button, but if you leave the tunnel the craft will be unable to accelerate and will slow down.



zzap! megatape! zzap! megatape



CONSOLE READOUTS

1. This bar graph displays position in race by the height of the line, and distance along tunnel by the number of lines. This results in a display which shows your performance over the whole length of the track.
2. Digital distance from the end of the track.
3. Digital position in race.
4. Bar chart of speed.
5. Best time for current track.
6. Digital readout of speed.
7. This display shows where the centre of the tunnel is in relation to your craft.
8. Time elapsed since start of race.

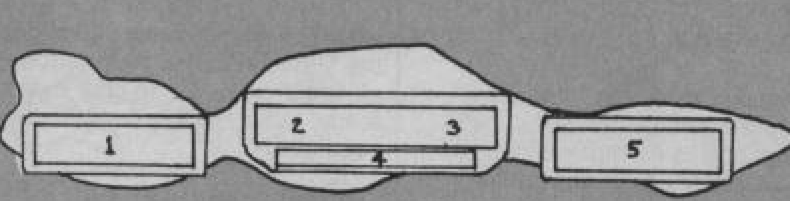
ENTERING HISCORE

If you qualify for the Hiscore table you are invited to enter a five letter name. If you've already entered your name, just press return to enter it again.

HINTS AND TIPS

Learn to fly on the straighter tracks at first.

The craft turns faster at slower speeds.



DICKY'S DIAMONDS (Atlantis Gold)

INSTRUCTIONS

Dicky The Owl has had his hoard of diamonds stolen by Stephen The Spider. Stephen is keeping his haul hidden, but likes to look at the glint of diamonds, so he keeps one at the centre of his web. This is the only time that Dicky can retrieve a diamond, but first he must weaken Stephen's web. He does this by walking across every strand, turning them black. The last strand that Dicky weakens must be a central strand of the web, so that Dicky reaches the centre as Stephen leaves it. If Dicky manages to do this, the web explodes and he picks up the diamond as it falls before flying off. Stephen will then bring another diamond from his hidden haul, and leave it in the middle of a new web, this time trying harder to protect it. If the last strand Dicky weakens is not a central strand, the web will explode but Dicky, Stephen and the diamond will fall to the ground. If and when Dicky gets to the eighth web, Stephen's friend Cecil comes out to help him (but only if you selected 'Second Spider' before the start of the game).

If you selected unlimited flights before starting the game, and there is no white web in front of Dicky, he can fly along the black web and can do this as many times as he likes. If you did not select unlimited flights, then the number of flights that Dicky can make depends on the web that he is on (Web 1 has 13 flights, Web 2 has 12). If Dicky runs out of flights, and is surrounded by black web, Stephen will come and poison him. In this mode, if Dicky rescues the diamond, bonus points are awarded for the number of flights unused multiplied by the number of points on the signpost. The signpost is on the bottom right of the screen.

Stephen can normally walk only on the white web, if there is no white web in front of him, then he will respin more white web until he reaches another white strand. If this happens then double the points shown on the signpost will be deducted from your score. If your score falls to '0' you will lose a life.

If Dicky stops for a while, Stephen will think he is trapped and move towards him to poison him. The length of time that Dicky can stop for decreases with each successive web. If Dicky ever bumps into Stephen or Cecil, they will fatally poison him. Cecil can walk on white or black web.

Points are scored for each strand that Dicky crosses. The points depend on the web that Dicky is on, and are shown on the signpost, as follows: Web 1, 10 points; Web 2, 20 points; Web 3, 50 points; Web 4, 100 points; Web 5, 200 points; Web 6, 500 points; Web 7 and above, 1000 points.

Controls: Joystick (in No 2 Port) or keyboard

Options: F1 — to change speed.
F3 — unlimited flights (yes/no).
F5 — starting web (1-7).
F7 — second spider (yes/no) from eighth web only.

High scores can be saved to tape and reloaded on a future game.

Hints for Beginners

A: Select unlimited flights.
B: Try to clear the web so that you leave a triangle, the base of which is one of the outer strands, the tip being the centre of the web. Clear the triangle starting at the tip. Time Dicky's movements so as to enter the triangle as Stephen starts along the base. Chase after Stephen so that you don't quite catch him, but reach the centre of the web as he leaves it.

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Picture from HALLOWEEN 4 (MGM/UA).

ZZAP! COMP



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On questioning, the four house occupants (who all stood to inherit from Uncle Rich) revealed the following. **Note that two of them are telling the truth, two are lying — including the murderer.**

SIR CUMSTANCE: I did it, I'm the murderer!
LADY BYRD: No you're not, you were in the bedroom with me.
MASTER BAKER: I saw Miss Take take the bread knife.
MISS TAKE: I went to the kitchen.

Put the name of the murderer on the back of a postcard/sealed envelope (along with your age and which machine you own) and send it to *I KNOW WHODUNNIT COMP, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.* The murder must be solved before Scotland Yard get here on September 28.

NB. If under 16, the winner must be accompanied on the murder weekend by an adult.

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It's summer! Well, it is at the time of writing. This great weather probably won't last so I'm off outside — yes, the Scorelord's finally granted me parole. You've got to be careful though: those ultraviolet rays are really dangerous, so I always put several of Granny's home-knitted jumpers on before I go sunbathing. Anyway, here I am, sitting in the sun to answer all your letters. Amazingly for this time of year, no one seems to have mentioned the summer software slump — whoops!

SOMEWHERE OVER THE RAINBOW

Dear Lloyd
I have only been backing ZZAP! since issue 59 and I'm already positive (yes, definitely positive) that it's the best mag in the galaxy (come to think of it the Universe). You can't complain now can you LM? Now let's get rid of all this boring old gossip and get down to business. I'm an addicted C64 owner and just want to make a few points about Taito's brilliant *Rainbow Islands*!
1. On the instructions list (under hints and tips) it reads. 'There's a secret room on each Island but how to access it is confidential!' and I'm baffled about it! Please could you tell me where they are, how to access them, and what's so special about them.
2. After working my way through Insect and Combat Islands and reaching that infuriating Vampire (the guardian on Monster Island) with four credits and four lives I pathetically perish om the Vampire's dominion. Yes I occasionally get flukey and destroy it but still lose a load of lives! What is the best way to destroy it? Preferably without losing many lives.
3. I have only reached Doh's Island three times and only managed to confront him once, but have not been able to annihilate him. Which point can the ZZAP! team reach? (without using any cheat modes or pokes!)
4. Are there any *Rainbow Islands* pokes or cheatmodes? If so please list them.
5. Why does the orange diamond flash when collected?
6. Here's what I think of *Rainbow Islands*...

Presentation 71%
Not particularly good title screen. But the level presentation is good.

Graphics 97%
Extremely'good, clear, colourful, good bold beasties and detailed goodies.

Sound 96%
Catchy main tune, smart background rhythm, and brill invincible and high score table tune.

Hookability 74%
You might give up if you come to a stage you find impossible, but after a load of attempts you'll be back playing.

Lastability 95%
28 levels is enough to keep anyone eyed to the screen for a long time!

Overall 97%
A very playable addictive game. You won't be able to tell the difference between the Coin-Op and the 64 version!

James Newman, Salisbury SP2 7TG.

PS. Why the '!bleep!' did ZZAP! give *Int. 3-D Tennis* 91% on graphics? A couple of triangular-headed stick men is not what I call good graphics!

1. On the Amiga, if you collect all the diamonds in the correct order a door appears on the end-of-island monster screen. If you jump into it you appear in a screen with a special feature to collect, ie permanent double rainbows. On the C64 the feature simply appears on the monster screen.
2. You really need double or triple rainbows (preferably permanent, in case you mess it up first time). Walk to the left, jump up two platforms then keep firing as the vampire descends. If this doesn't kill him, fall to the left and keep firing as he moves toward you. It is possible!
3. Phil has got to monster island, while Robin and the Scorelord have got to robot island. Stu's got onto the final island, but everyone's playing the easier Amiga version currently.
4. Robin's in the middle of a tips feature on Islands, *so watch out!*
5. Dunno!
As for Tennis, *the smoothness of the animation, the very effective way the graphics worked, the profusion of camera angles and the originality all made it worth the mark.*

I WANT YOUR HEX

Dear Lloyd
I have been buying ZZAP! since Issue 53 and I'm impressed. You do a great job, but now that CU has dropped the 64, you're the only decent magazine for us 64 owners. This means that you have to do an even better job. I have a few suggestions to make and a few questions to ask.
1. The reviews are mostly good. I was especially impressed by the *Batman: The Movie* review. But why aren't more reviews done like this? Surely *The Untouchables* and maybe *Op Thunderbolt* could have been done with a little more imagination?
2. A couple of other things the *Batman* review has over others —
(a) Loads of screenshots. *Op Thunderbolt* was terrible in this department! One 64 screenshot and two Amiga? What's going on? This game was one of the main contenders for the Christmas number one. There should have been many more shots. The *Batman* review was spread over four pages, so why not other Gold Medal winners?
(b) The Amiga review was separated from the 64. You should do this with more Sizzlers and Gold Medals, because by doing this, any additional comments about areas where the Amiga is better than the 64 can be made.
3. The Word is pretty good but could be better. Surely there's more news floating around the computing world than you print. How about combining the Word and the Previews? I'm sure it would make a much better read.
4. Has the Megatape become a monthly thing? If so, great, but £1.95's a bit steep isn't it? And if the games are going to be anything like *Dominion*, it's not worth it.
5. I'm not the first to say ZZ it and I won't be the last. MORE ARCADES PLEASE!!! If CU can do it, why can't you?
6. The charts are a farce. They're almost exactly the same every month. Why not give us the official charts?
7. By the way, what was the Christmas number one?
8.How about more interviews with programmers, like the *Turbo Out Run* and *Vendetta* ones you've had recently? Alright, the Diary of a game has returned, but interviews and diaries are two different things.
9. Is *R-Type* any good on the 64? I've got *Salamander* and *Armalyte* and think these are both really good, so how does it compare with these? I've seen it on the Speccy and Amiga, and they're both good, so if the Speccy's good surely the 64 is!
10. What about *Dragon Ninja*? I was really impressed by the Amiga version, so is the 64 any good?
11. How can you possibly give *The Great Escape* 90%? It's a load if rubbish! The graphics, although monochrome, are quite good and serve

ZZAP! RRAP

their purpose fairly well. But the play area is too small, it's too slow, too difficult and very tedious. I don't think it deserved much more than 60%.
12. Now it's World Cup time again, how about doing a pull-out with all the reviews of footy games you've ever done in. C&VG did it just recently, although that was pretty vague and undetailed with hardly any screenshots. I'm sure it would make loads of people very happy, including myself.
13. If you don't do this, which is better, *Emlyn Hughes international Soccer* or *MicroProse Soccer*?
15. I own an Expert Cartridge but can't work out how to enter pokes with it. Would I be better off buying a normal reset cartridge? If so, can I buy one from the Zzuperstore and how much would it cost?
16. Keep up the good work!
17 Does that deserve 'Letter Of The Month' or what?
18. Bye!
David Cousins, Bradford BD7 4BE.

1 & 2. Reviews crucially depend on
(i) how good the game is, (obviously the better it is the more space it should have).
(ii) The number of other games around — we try and get every C64 game in, as well as most Amiga stuff as well. If there's a lot of games out then space is limited.
(iii) Game complexity. Batman *has five subgames, most of which were very different. Describing them took space, and screenshots.*
(iv) Time. Batman *arrived early enough for us to spend a lot of time on the layout. But then, at the last minute, the Amiga game arrived so a fourth page was added.*
2b. Separating Amiga and C64 reviews is something which many readers seem to like. We prefer combining them to save space, but we don't honestly think the reviews suffer as a consequence. Comparing and contrasting sheds light on both versions and the review team do try and make clear the differences. (And don't presume the Amiga version is usually better!)
3. Hmmm. Hopefully the Word is getting more informative, although I'd have appreciated it if you'd said precisely what news you do think you're missing out on. As for combining it with Previews, I'm afraid if that happened the Welshman would soon turn it all into previews!
4. The Megatape is monthly from now on, it's what you — the readers — asked for in the Zzaptionaire. But it's not cheap and I'm afraid £1.95 is the price.
5. You're not the first and you're not alone. But there's also plenty of people who don't want any coverage at all. Still, Hoggy always keeps a keen eye on the coin-op scene and will be splurging that expenses money as soon as something exciting and original begins happening.
6. The intention of the charts is for readers to vote for games they actually like, rather than simply having bought. We're all aware of some rubbish games which sell well simply because of the hype. The readers' charts should prevent that — if enough readers vote.
7. According to Gallup the Xmas number one was Batman: The Movie *in the C64, Amiga and all formats charts.*
8. Yep, there's one this month with Visual FX.
9. Unfortunately not, it was a disappointing conversion with a few bugs and not all that polished. C64 R-Type earned 72% in Issue 47.
10. C64 Dragon Ninja *never really measured up to the good looking Amiga version and Robin isn't that keen on it. But it got 87% in, yes, you guessed, Issue 47.*
11. Robin's printable response is that it's still one of his favourite games with lots of realistic atmosphere. Although he's completed it, he still plays it now and then. A matter of opinion I'm afraid.
12 & 13. Hmm, it's under consideration with mixed opinions on the best C64 footy game. Robin likes the superlative presentation and arcade appeal of MicroProse *while Phil prefers the more realistic* Emlyn *(he can foul in that one!).*
14. Due to misuse by pirates Trilogic have discontinued the Expert Cartridge and when I phoned they were unable to help on how to use it. Their number is (0274) 691115 if you want to give them a go. Robin is printing some Expert pokes, which are in hexadecimal (base 16), and there may be a way of switching the cartridge to decimal mode for other pokes. Alternatively you could convert decimal pokes to base 16 and see if they work; here's how to do it (courtesy of Phil — all complaints to him!):

Divide the decimal number by 16 and take the whole part (before the decimal point): this will be the first hex digit. If this is greater than 9 it's represented by a letter from A to F (A=10, F=15). The same applies to the second digit which equals the stuff after the decimal point multiplied by 16.
Eg. For decimal number 125, dividing by 16 gives 7.8125, so 7 is the first digit of the hex number. The second digit = .8125*16=13=D. So the hex number is 7D.

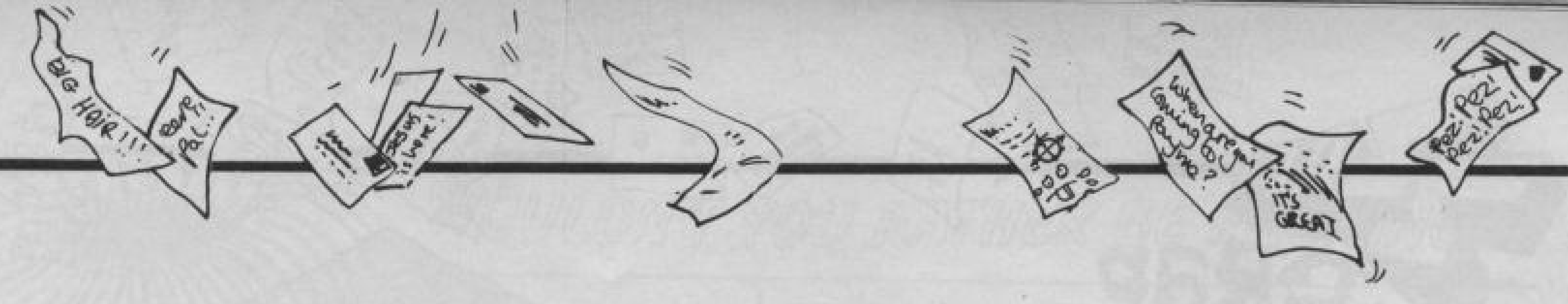
Erm, thanks Phil!

LM

DOUBLE DUTCH

Dear Lloyd
First some great compliments to all of you. Your Creature Feature was really great! I can't wait to buy and play the game. Although your mag is great, it's not perfect:
1. Your ratings are often not good: *Turrican*, *Batman*, highly overrated! *Ninja Spirit*, underrated. You really like shoot-'em-ups, don't you Robin (shoot Robin!)? *Ghouls* was a very good shoot-'em-up though, very addictive. That's one thing I can't say about *Tetris*, far too simple!
2. *Turrican* got 98% (didn't like it!): what if there is a game even better, 100%? And what if you must rate a game which is even better, better, better? 101%? Nah, you can't do that! Explain this please.
3. Here comes my real problem: on issues 61, 62, (63) (and I hope there is more to come) a tape was stuck on the cover, or rather was supposed to... but because you had 'export distribution problems' it was not available in Holland (and other foreign countries). 'Cheques should be made payable to...'
Aargh! they've done it again, I live in Holland, and I am a little boy (15) who can't write any English money (pounds, that is). Okay, no megatape — after all I didn't like the games on it anyway! (61). The month after (Issue 62).... again a megatape! I thought, okay let's get some pounds, throw them into an envelope with a little note with it. An idea! Let's write a letter too, at the same time, to Rrap! And here you are, my letter. (Long one, isn't it?)
If, I say, if I will not be sent Megatape 7, I will go to court and sue you, or, even worse, attempt to kill Thatcher (ugly, very ugly Queen (or what is she anyway?) you have!). I do not mind if you would make the mag with a tape on it £2 overseas (in Holland we are all very rich!).
On June 16th, Cagliari, England vs. Holland, 1-6!
1-0 G Lineker
1-1 Gullit
1-2 Gullit
1-3 R Koeman
1-4 V Basten
1-5 E Koeman
1-6 G Rutjes
(I wasn't able to get my hands on an orange, small enough to fit in the envelope).
Bye Bye! (-ciao-)
(Speccy mags always have tapes on the cover also in Holland, why can they, while you can't?)
Greeets from
Joost Reijnen, Holland.

You may be rich, but you're rubbish at fortune telling and footy. Who finished fourth in the World Cup? In-ger-land! In-ger-land! Who was the best young player? Paul Gascoigne! Who were the biggest disappointments? Basten and Gullit! Who got knocked out in the second round? Holland! Who didn't even win a single match, not even against Egypt? Holland!
As for the games, everyone here stands by the marks you mentioned except maybe *Batman*, which was maybe marginally overrated. On the subject of the Queen and PM, at least they're famous. We had Dutch programmer Pieter Opdam here for a few weeks and he couldn't name one person from Holland that's ever made a one sentence caption in world news!



CLASSIFIED CLOSEDOWN

Dear Lloyd
I have just received Issue 63, to check to see if my advert for the user group I help run is in the classified section. Well I'm glad to say it is, for this month at least anyway! Can this be true, the classifieds as we know it closing?! I have written before, with details of the C64/Amiga user group I help run called Crystal Unicorn, and at the moment all our advertising is carried out through the small classifieds in magazines and local papers. The fact is, I can fully understand your position, albeit an unfortunate one for us and many of the honest user groups like ourselves. *NCE* have done the same, due to so many complaints about the honesty of some of the people advertising for contacts. You see advertisements like 'Fast contacts wanted. 100% return.' People send each other lists and then probably end up with a collection of games that will never be fully enjoyed or played more than once! How can they when all they've had to do obtain them is pay the price of a stamp! All the joy of saving for a special game every few weeks is lost. We know the problem of piracy only too well here at Crystal Unicorn. There's a lot of it about, in fact 50% of the replies to our advertisements aren't interested in what we offer, the services like help, practically free PD disks, a regular magazine with the opportunity to make worldwide friends, and learn languages — to name a few of our services. That is why we file all those in the bin!

I have seen this happening for a long time, and in a way although it will inconvenience us and many more people, it is good to see that measures are being taken to stop the industry from being completely destroyed by the minority. Hopefully through the withdrawal of the classifieds, 'crackers' will put their talents to more use, like writing demos and their own games.

Anyway to round this letter off, please could you send me the list of advertising charges for your magazine. Because we are a non-profit making group at present, cuts will have to be made in our budget to accommodate for this charge, but I feel I speak on behalf of our boss, Mr D Mason, and all our loyal members around the world when I say, in the long run it will be worth it.

One last thing, I have written to FAST asking for their support, and offering them free advertising space in our magazine.
Adam Whittle, West Walton PE14 7DJ

We're all sorry about the demise of Classifieds but piracy is a serious problem. We wish your user group continued success.
LM

READERS' REVIEWS 1

Dear Lloyd,
I have thought up a new feature for that amazing mag ZZAP! Why not let the readers have their own couple of pages to give their own opinions on games. But you're going to say but we have already Rrap, so put letters about any other topic in Rrap and readers own game reviews in the other bit! You could call it You Review or something. I have done one for an example:

SPACE ROGUE

I have just bought a disk drive (1541) and for my first disc game I bought *Space Rogue*. When I loaded it up I was treated to an excellent title screen and an amazing intro. One thing about the loading is the length of time it takes, about two minutes. Once the game has loaded I looked at all the views and thought brill, and decided to use the navigational screen: what a time to load in the main computers, but I love the way the planets orbit the sun and revolve. Docking as you said was easy and the space station graphics were good as well. I enjoyed getting drunk and playing *Hive* as well as buying equipment, for my ship. The filled vector graphics are very fast but I have yet to destroy anything (not even a tanker!). The wormhole effect is very good and very hard, but satisfying as you appear in another system.

Presentation is excellent with a good manual, storyline and cut-out models (I only got two).
My marks would be:
Presentation 95%
Graphics 96%
Sound 60%
Hookability 90%
Lastability 97%
Overall 96%

Thanks for reading and I hope you give my idea some consideration and ZZAP! is cool!
Yours roguely
Ben 'bounty hunter' Rotundo, Cheltenham GL51 9QP.

Thanks for the review Ben, but I don't think there's a need for a separate section. When people feel particularly worked up about a game they can always write into me.
LM

C64 BETTER VFM

Dear Lloyd
I used to have a C64, which I sold a couple of years back and I bought an Amiga. I have since sold my Amiga and returned to the C64 and I've never been happier with a computer. Now, don't get me wrong, the Amiga is a pretty incredible machine, with arcade quality graphics and some fantastic games and is the future of Commodore computing. I just feel that some epic Amiga games with brilliant graphics cannot compare playability-wise with games almost a third of the price on the 64. Let me give you an example or two, *The Kristal* and *Starglider II* even. I would much rather have *Emlyn Hughes Soccer* or even *Up 'n' Down*! This is not sour grapes, as I have had an Amiga and experienced all of these games.

Of course, in a perfect world, a game as brilliant as *Populous* would be suitable for conversion for the 64, but I believe that us C64 owners are more than adequately catered for with games like *Myth*. If you strip away the fancy graphics and awesome sound from most Amiga games, you are not left with much, if anything more than a fairly good C64 game. I am not saying that *Myth* is better than *Populous*, the two just aren't in the same league, but for the price of *Populous* you can have two or maybe three original Sizzlers which in all might match it for lastability. I, for one, would rather have 3 C64 games than one Amiga game.

So, all you C64 owners out there, don't feel gloomy when your Amiga-owning friend shows you the arcade graphics from the latest game: you are doing as well as, if not better than them. I'm not trying to deny progress, I'm just saying that its a matter of taste.
Jonathan Refson, Liverpool L18 2EN.

Familiar points, Jonathan, but well made. I'd only disagree with you over Starglider II *which is superb if a bit easy, and* Populous *which had me completely hooked for a couple of weeks but then became rather repetitive.*
LM

READERS' REVIEWS 2

Dear Lloyd
I am sorry to say that I have written to complain about a recent review of System 3's *Vendetta* (February 1990). I think this game was totally over-reviewed and over-hyped.



ZZAP! RRAP

Being a fan of such games as *The Last Ninja 1* and *2*, and *Tusker* (also by System 3) I was very pleased to read your preview of *Vendetta* and even more so by the review Phil said: 'If you thought the *Ninja* games were great, *Vendetta* will blow your mind.' At this, I thought brilliant and with it earning a Sizzler, I decided to send away for it from the Zzuperstore.

After four months of waiting, I finally received *Vendetta*, loaded it up immediately and marvelled at the opening sequence. During the five minutes it took to load the first level (on tape), I knew this had to be an excellent game... It all got off to a good start with me admiring the nice graphics and sound, and after a good few hours blasting, I managed to complete the first level. After another long load I got into the driving section. I was initially disappointed by the rubbish enemy sprites, but found this section a lot more playable than *Turbo Out Run* or *Powerdrift*. From this level on it was downhill. I completed the third section in a short time, and the next driving section. Then I completed the fifth level in an even shorter time, another driving section, and for the very last and very anticlimactic level, it took me a massive five minutes to complete. In the last level, all I did was shoot four men and then found a man lying on the ground (from out of nowhere!) Here I had to do something really challenging. I picked up a handbag and guess what, the whole game was completed!!!! Aaaaaargh!!!! After a massive four months of waiting, I expected more than four hours play from a game that cost me ten pounds. It wasn't the graphics or the sound that was to fault, it was the lastability. I can't see that you could have given a rating of 94% for lastability (unless you were totally and utterly crap at this game).

I can't say anything more, but I am very disappointed in you for giving a game that was supposedly better than *Ninja 2*, a Sizzler. For the sake of anyone out there who is thinking of getting *Vendetta*, DON'T!!! I am now giving you my review of *Vendetta*:

Presentation 86%
Excellent video intro, but a very long-winded multiload.

Graphics 89%
Good, but a little undetailed in places. Very good road effect, but rubbish car sprites. The F40 car is very nice though.

Sound 81%
Some good sound FX, and good music intro, and completion of game tune.

Hookability 94%
Very high, especially if you like the *Last Ninja 2*.

Lastability 73%
Much too easy to complete, and because of the multiload, you are unlikely to return to it.

Overall 84%
A good game, marred by a very easily set difficulty level, and the levels were too shallow.

This probably won't get printed, and if it does, I will probably be insulted but I don't care, as long as I have set the review right. But remember Lloyd, you once told us to write in if we disagreed with games reviews, so this is what I have done.
Darren McNaney, Northern Ireland.
PS. The megatapes are great. Keep it up (ooh-er).

LM: Insult a reader, do I ever do that? Well, maybe, but not unless the letter is fairly silly — which yours isn't. Over to Phil for a reply (and an insult?):
PHIL: I don't know about over-reviewing Vendetta, *it was more a case of under-reviewing. In an ideal world we'd have ages to review games and no deadlines to meet. Sadly this wasn't the case with* Vendetta *which System 3 brought down to Ludlow at the end of a schedule. As you say the presentation is great, and we had great fun playing the game. Unfortunately when we were given a finished version to keep, we found persistent play over a few days soon resulted in it being completed. Obviously the lastability rating was wrong, and it's always the most difficult mark to do. We can't predict how long it will take to finish a game, only whether or not there's sufficient variety and challenge to keep you playing after the first few goes. I'm sorry you were disappointed with it, but it's obviously proved popular with many readers who've done numerous tips and maps for it. In retrospect we agree with your review and thanks for sending it in. As for the insult, you're a banana, how about that?*

SOARING C64 SALES

Dear ScoreLloyd
I am writing to say I agree with Steve Williams's sentiments about your magazine. Personally, I think you are light years ahead of CU when it comes to layout and design and if I had an Amiga (chance would be a fine thing) I would not hesitate in buying ZZAP! instead of CU 'cos CU stands for CRAP UNDOUBTEDLY, not Commodore User has it would have us believe. I don't want people to think that I am against Amiga owners, but it has to be said: the C64 is still the most popular computer in the world (check out the sales figures) and in the one Christmas month alone, there were half as many C64s sold as there have been Amigas since the Amiga's release two years ago. Therefore, with this popularity, I very much doubt the C64 will be phased out in the next couple of years.

I was going to write a silly letter, like most people do, but after the slightly strange address, I decided I had something sensible to say.... I've just forgotten what it is but never mind. Ah yes. Thanx for the megatapes but I (and I'm sure other C64 owners) would have preferred an *International 3D Tennis* demo (just to see how well the graphics moved) instead of a crap game like *Dominon*. Also, the new layout and design of ZZAP! is great, but you should sack your film planning dept 'cos they are (in carefully chosen words) BLOODY AWFUL! Apart from this small gripe, I can't see anything wrong with ZZAP! and the addition of the Scorelord (or Scorelloyd - 'cos I think he's you) in the reviews is a brilliant idea. Question Time...

1. I've played (and completed with ease) *Golden Axe* in the arcades and I think it's great. Have you seen the preview of the C64 version? If so is it any good?
2. Why do people like A... no NOT Atari STs, but Amstrad CPCs?: they're just jazzed up Speccies with colour and extremely bad scrolling.
3. Not so much of a question, but a statement. I would not mind an issue of ZZAP! with a coverdisk. It's only fair to Amiga owners. It would be a good idea to put one disk on the cover after every four megatapes.

Questions over. Tell Mark Neesan to *** off! I can't think of anything more boring than playing *Thrust*, *Zenji*, *Zolyx* etc. *Batman*, *Turbo Out Run*, and *Myth* may have been easy but they were sooooo playable (especially *Batman*) and were well worth the money (and ratings in ZZAP!). ZZAP! is definitely THE mag to buy if you've got a 64 or Amiga. May it live forever!
Eddie Crow, Wales PO16 8HB.

Me, the Scorelord? I'm far too nice a person for that (and definitely overworked!). You should see all the letters I have to read, but you've made some of the best points this month. Demos are a very good idea and there should be some on this month's Megatape.
1. It's looking very good, see 'The Dream Team' feature!
2. A very difficult question that one, it was obviously designed by the colour blind and despite a few good, early games is suffering from Speccy port-across games now. I suppose some people just want their whole computer set-up in one box: monitor, computer etc. They can't all be given away on the 'Noel Edmonds Road Show'!
3. It's possible, if we get enough letters from Amiga owners.
*Oh dear, not the old *** stuff again. Please, no more letters complaining about it. And at least the point made is a good one — about Batman etc, not Mark! I'm sure many people share Eddie's opinion, although Myth is never an easy game!*
LM

Damn, it's started raining. I'd better go back inside. Don't forget to join me next month and keep sending those letters to Lloyd Mangram, The ZZAP! Garden, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.



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THE BUDGET BIT!

RAD RAMP RACER
Mastertronic Plus, £2. 99

Fancy a race? I'll ride my BMX and you can scoot along on your skateboard. What do you mean that's an unfair contest? It's what *Rad Ramp Racer's* all about, anyway. The screen is split horizontally with a skateboarder at the top and BMX rider below. Each must earn as many points as possible within the time limit by doing jumps and collecting tokens. Pressing fire propels you forward through the horizontally scrolling course. The half pipes at each end of the course allow you to make a quick turn via some furious joystick waggling. You can also move up and down to avoid barrels and flags — crashing wastes valuable time. Performing stunt jumps (flipping back and forth in mid-air by waggling the joystick) from ramps earns loads of points.

You can 'race' against the computer, using either BMX or skateboard, or go head-to-head against another player in a three-course cup. Either way, the simplistic action soon gets repetitive: there really isn't much to do apart from avoiding obstacles and jumping a few ramps. Even the easy-to-use course designer (to redesign all three courses) can't save the day. The game's most 'radical' concept is that you sometimes get points for crashing, while the 'bonus' objects are apparently worthless!

OVERALL 33%



THE VINDICATOR
The Hit Squad, £2.99 (Rerelease)

This original game was, for some reason, subtitled *Green Beret II* by Ocean. But rather than being an out-and-out shoot-'em-up this epic comprises three very different sections, the second and third accessed by a password.

The first section is The Complex, a four-level maze (linked by lifts) of corridors and small rooms. Your aim here is to find the bomb components to blow The Complex apart. The rather strange 3-D perspective shows you running 'out of the screen' as you go forwards. To go the other way you must first do a 180-degree turn. This can be disorientating so the compass in the status panel is invaluable. Some of the rooms are inhabited by aliens who shoot you, draining your energy — which can be replenished by finding oxy-gum. When killed aliens drop any lift or computer pass-cards which they're carrying along with cartridges for your rifle. On accessing a computer you're given an anagram to solve — the correct answer is rewarded with your position in relation to the next bomb component.



Section two is a vertically scrolling shoot-'em-up with you controlling a plane with which to strafe and bomb the landscape. Then it's into your jeep to go through the landscape again (why didn't you just parachute out?!), shooting or avoiding enemy tanks and helicopters. At the end of this level is the third and final section: a *Green Beret*-style shoot-'em-up with lifts to take you up and down levels of the large, nasty-ridden play area.

Three very different sections might seem good value for the budget price but I'm not so sure. None of them is particularly playable. The first is disorientating and extremely tedious, the second a very straightforward vertical scroller, and the final section miles too difficult. Does the variety vindicate the lack of quality? Not quite.

OVERALL 59%

TIME SCANNER

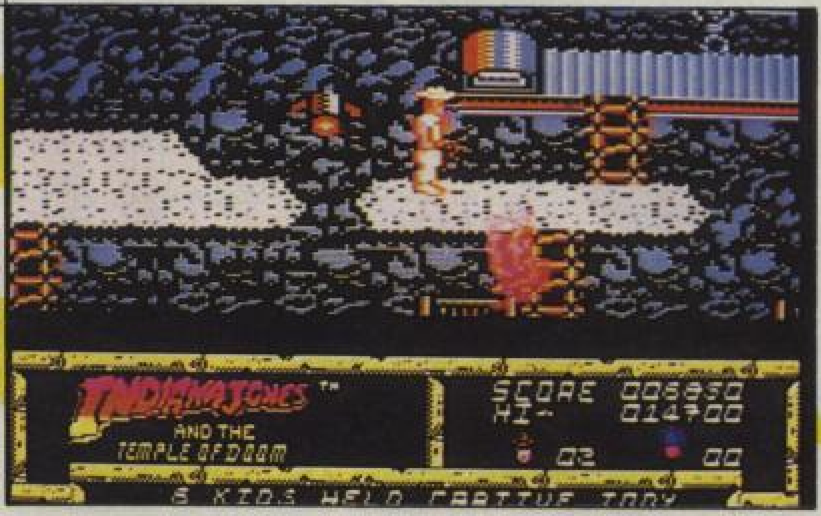
The Hit Squad, £2.99 (Rerelease)

This conversion of the rather odd 'video pinball' coin-op wasn't reviewed in ZZAP! due to its late arrival in the office (several weeks after its release by Activision) and its mediocrity.

The four double-screen (flicking between top and bottom) pinball tables are interlinked by 'time tunnels', ie special holes which the ball goes into. Unlike the Amiga version, though, you can't switch between tables at will — the current table must first be completed before multiloading in the next. Tables are completed by performing a special task, eg the first one by flipping the ball through transparent tubes to light the letters of 'VOLCANO'. As well as using the flippers (one set for each half of the table) you can 'tilt' the table to alter the path of the ball. *Time Scanner's* simple playability was okay on the Amiga which at least featured decent ball movement and easy switching between tables. Sadly the C64 game is a very poor conversion with two-tone, Spectrummy graphics and appallingly slow, jerky ball movement. Surely part of the appeal of pinball is the speed of play: *Time Scanner* would hardly test the arcade reactions of a (dead) tortoise. A pity it's so unplayable, as unlike most pinball sims the tables have plenty of special features.

OVERALL 28%





INDIANA JONES AND THE TEMPLE OF DOOM

Kixx, £2.99 (Rerelease)

According to the hype, Spielberg made the third Indy film partly to make up for *The Temple Of Doom* — the darkest, and least satisfactory of the movie trilogy. A prequel to *Raiders* it has Indy called on to help an Indian village. The villagers' fabulous Sankara stones have been stolen, and all the children kidnapped. There's a bit of guff about which Indy is most interested in liberating from the dastardly Thuggees — but we all know where Indy's heart is.

The US Gold tie-in game is based on a three-part Atari coin-op. Load one is where the children are held captive in tiny cages. Indy uses his whip to open their cages, stun Thuggee guards and kill snakes. He must also be quick on his feet, avoiding falling from the platforms linked by wooden ladders. There's conveyor belts to add more fun, but what Indy is really looking for is the mine cart to take him to load two.

This next stage sees Indy zooming down a diagonally scrolling track, leaning left or right to avoid breaks in the rails and switch lanes. Surviving this leads Indy into the Temple of Doom itself. More Thuggee guards and a moving bridge must be faced as Indy strives to recover one of the Sankara stones. Once he has the first stone, he follows the usual coin-op idiocy of going right back to the start. Three trips around should take him to a rope bridge and the end of the game.

First released in December 1987, *Doom* got a straight sweep of 'ugh' expressions off the ZZAP! team. Julian Rignall 'never liked the original arcade game that much — the gameplay is very weak... [but] the worst thing of all is that more time is spent battling the unwieldy loading system than playing the actual game.' 41% was the overall mark and it doesn't seem that unfair now. Stage one is fairly playable and it's good how all the levels gradually increase in difficulty, but levels two and three are much too short and simplistic to justify the multiloading.

OVERALL 39%

KILLING MACHINE

Atlantis, £2.99

You may have thought you were the ultimate killing machine a couple of days ago, but now you've seen war at first hand and your starship has been reduced to scrap. You jump into your emergency escape ship and head for the nearest planet. The ship is equipped with guns, but you'd be happiest if the planet was overpopulated with scantily clad babes rather than any military hardware. Sadly, life on the planet is dominated by a giant brain which regards you as an invading virus. A bit of cheek you might think, but there's no time to debate about when you took your last shower... *Killing Machine* is a vertically-scrolling shoot-'em-up, composed of three levels each with a massive baddie at its end. The final level guardian is The Great Brain itself. Getting that far will require smart use of all the add-on equipment floating around. Blasting a metal caterpillar releases a weapons capsule to double, then triple your firepower. Hitting an amoeba releases a shield (brief invulnerability) while the crab yields a speed-up.

The levels aren't very long, and with just three of them it's no surprise lastability is provided by a not particularly enjoyable high difficulty level. The graphics aren't bad, with mediocre backgrounds and a fair variety among the sprites, while sound consists of an okay soundtrack and useful FX. The end-of-level guardians are unremarkable, and the game as a whole is unlikely to provide that much entertainment. The only novel factor is that the order in which the different aliens appear is random, making it impossible to learn a route through a level.

OVERALL 36%



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WHO YOU GONNA CALL?

Nik Wild, our new Think Tanker, stops adventuring just long enough to find his phone, connect it to a passing modem and take a peek at the mysterious world of the midnight-oil comms people.

If you are thinking of going online, now is a good time to do it as "while stocks last" Micronet are giving away free modems (plus cable) with their starter pack. Also included is one year's subscription to Micronet and Prestel, communications software, postage and packaging. That means C64 owners can get their grubbies on all this for just £92, while for Amiga beavers it's only £138 — and no, I'm not on commission!

But let's hold our horses a while. I know what you're thinking: 'What's a modem? What in tarnation is a comms and who're Micronet and Prestel when they're at home?... I thought you'd never ask.

Journey with me now to the late 1970s when British Telecom (or Buzby as they were known then) set up a system called Prestel: an information network akin to Ceefax and Oracle but accessed via the phone network. Advantages in using BT's system were capacity — there are currently over 300,000 pages to check out — and interactivity.

Space on Prestel was sold to businesses wishing to enter the world of electronic publishing, and magazines were set up to provide specialist info for computer users.

Micronet was launched in 1983 and has steadily grown to become the largest provider of information on the Prestel system. Basically Micronet is an electronic magazine covering varied computer-related subjects. To experience it you need a computer, a modem, communications software and a subscription (which also gives you access to Prestel).

So now you have a vague idea of what Micronet and Prestel are what about the equipment? Well, a computer is a machine made up of... ha! Only joking! You all know what a computer is... don't you? The modem (short — thankfully — for modulator/demodulator) is a clever little box that takes signals from your computer, converts them to 'modem language', relays them across the phone wire where they're grabbed by a receiving modem and translated into a lingo the receiving computer understands. This enables different computers to talk to each other. Your Amiga, for example, can quite happily chat away to a PC or you can merrily hurl abuse at Atari ST users — not a good idea actually, as abuse on Micronet is a good way to get your subscription nullified... someone's always watching, you know.

Communications software (Micronet's deal incorporates Ruby-View or Ruby-Comm) is the program that enables your computer to talk to the modem, it also lets you print screens, download software, scribble messages to other users, doodle graphics and customise screen displays.

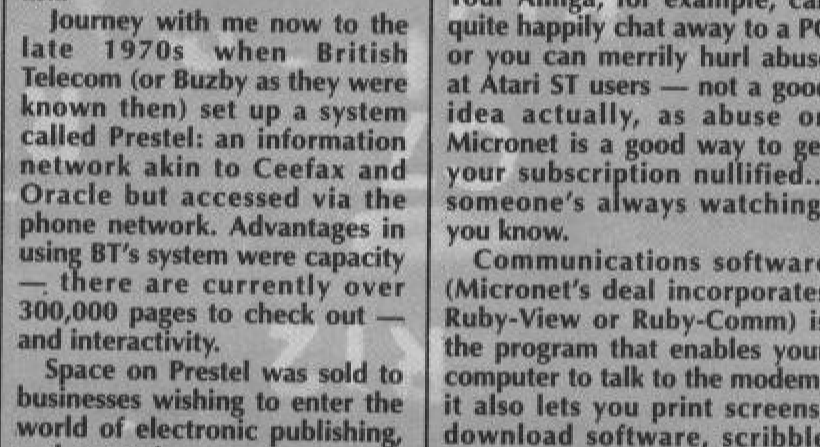
The subscription is the pittance you pay Micronet so they'll let let you look at and play with their wares.

Once you've stretched your phone line so it reaches somewhere near your computer (or you've decided that computing in the hall isn't so bad) it's time to let your fingers do the walking. The modem you get with your Micronet deal is a manual one, which means you have to do all the dialling yourself, although you can get more advanced machines (for around £100 and up) that dial for you. You're now ready to ring Micronet — they give you a local number to call so even at peak rates it's only 7p a minute (plus VAT). However, it's much more sensible — and you've more chance of staying friends with your parents — to phone off-peak: 6pm-midnight and at weekends. Midnight to 8am is FREE!

When you get through, a high pitched squealing in your ear reminds you to press the button on your modem marked Online and put the phone down. You should then get a welcoming message and a request to enter your password and ID. From this point you have access to all the services Micronet and Prestel have to offer including bulletin boards, mailboxes, news, micro magazines, Telesoftware (some of which you can download and keep), chatlines, galleries and loads of quizzes, some with prizes.

Certain services may cost more than the basic 7p a minute but you're always warned before you access them. Also, should you have a really good modem (ie not the one provided by Micronet), you can access other machine-specific bulletin boards.

However, what most interested me were Micronet's two multi-user games (MUGs), one a middle-earthy type adventure called Shades, the other, Trash, concerning the collection and disposal of futuristic rubbish. In fact they interested me so much I thought I'd take a closer look... just for you.



Shades

Set in a land of wizards, caverns and magic woods, Shades requires you to collect treasure and drop it in the Mad king's room to gain points and earn levels; wizard — or witch — being the highest. Sounds basic doesn't it? Well in fact it is, although there are one or two puzzles included for the bored player to attempt solving.

Game size is small, mapping is illogical — something I hate! — and location descriptions are flowery. All this makes Shades sound a very dull game... but it ▶

isn't!

Its saving grace is it enables players to interact with each other. Up to 120 'Shadists' can play at one time and, if you don't come across a particularly snotty group who won't talk to anybody not in their gang, you should have hours (make that minutes if your mom's reading this!) of fun rabbiting away to other real-time players. Of course, you can also try and kill people!

The parser is basic — compared to the likes of Magnetic Scrolls games — understanding mostly just verb/noun inputs, although you can get as complex as 'Hit (person) with (object)', 'steal (object) from (person)' and 'tell (person) (sentence)'. You can also 'shout' sentences: a feature that enables all other players to hear what you have to say, whether they want to or not — shouting should be limited though as too much of it clutters up the screen. A useful 'who' command informs you of all other players currently in the game so you can seek out a particular person should you so desire.

You can of course use Micronet's chatlines if talking to other people is all you want to do but in Shades you have the added interest of going adventuring with other players, solving puzzles together and having a good chin wag as you go! Great fun!

Trash

The Multiverse is full of rubbish! What's needed to clean it up is a team of dedicated binmen not afraid to face the perils of interplanetary travel and the dangers therein. It's a messy job but someone's got to do it.

You climb the ranks of Interstellar Refuse Collector by picking up rubbish and depositing it in the furnace, solving puzzles and earning cash.

Allowing up to 64 players to indulge at any one time, Trash is better than Shades in respect of size and things to do. Locations are again flowery and generally not amusing (although they try to be) but the option to play in 'brief mode' cuts out lengthy descriptions.

As with Shades the main feature of the game is the option to walk 'n' talk with other players. There are even private rooms available so you can chat to people without interruption.

The parser is of a similar standard to that in Shades, although you don't have to include speech marks with every sentence when talking to other players. All in all, Trash is a better game than its older sister.

Both games feature dated systems and scenarios, but interaction between players can be interesting, amusing, educational or simply a good laugh — and you never know who you might meet! For me these two MUGs make the subscription (plus free modem "while stocks last") to Micronet well worth the money.

There! I think I've just about earned my 50% subs discount (edit that last line out would you Ed?).

For more information phone Micronet on 0800 200 700 — it's a free call!

★ FISH COURTESY OF ELIZABETH KELLY



RESULTS with Ken the Fish

I'M A POET AND I KNOW IT COMPETITION

(Incentive/Domark, Issue 61)
'On The Teme' by Ken Shelley-Fish

I wandered lonely as a fish, Water, water everywhere, I met another lonely fish And then we made a pair.

Ah, what poetry. And what a pleasure it is to present a fellow wordsmith with his prize, a Sony CD Radio Cassette Recorder — music to the ears of...

Eric Mitchell, Holsworthy EX22 7AJ.

30 other rhyming runners-up receive a *Castle Master* mobile:

S Dawson, Blackburn BB6 7NH; David Barnett, Reading RG3 5YL; Sundeep Ray, Blackburn BB2 6DQ; Trevor Morgan, London E6 1BL; C Price, Bournemouth BH8 0AS; Margaret Dolan, Manchester M8 6QJ;B Gibbison, Gateshead NE8 4QE; Graham Auty, Leeds LS6 4LZ; D B Restal, Dagenham RM8 3XD; Brian O'Relly, Dunboyne Ireland; Duncan Cumming, Aberdeen AB4 7XN; Michael Maroussas, Woodbridge IP12 4DL; Martin Fenech, London NW1 1ER; Daniel Besser, Milton Keynes MK2 2LW; Stewart Campion, Stevenage SG2 9RB; Steven Johnson, Dunkunfield SK16 5JF; Philip Robinson, Seascale CA20 1JR; John Moore, Warminsteer BA12 8JR; P D Mambro, Dankeith EH22 5LZ; Roy Steele, Liverpool L8 4UT; Steven Martin, London N13 5DT; Rafe Abrook, Cowes PO31 7UA; James Burgess, Bristol BS12 6AB; Dean Smith, Bushey Heath WD2 3RB; Julia Spillman, Brighton BN7 6ND; Andrew Steele, Liverpool L8 4UT; Matthew Wheeler, Aylesbury HP17 8RQ; D J Edmonds, Newquay TR7 3AN; Robert Sadler, Halesowen B63 4EA; Thomas Brettell, Dudley DY1 2ER.

NIPPY NINJA COMP

(Activision, Issue 62)

Ken Doe here, to present a Sony Midi Hi-fi (appropriately from the land of the rising Sony) to the most knowledgable nippy Ninja:

J Moores, Coventry CV3 6EX.

hey, doesn't he run a mail order catalogue?! Anyway, 30 runners-up also receive a copy of the excellent *Ninja Spirit* on C64 or Amiga...

Danny Chan, Retford DN22 7LN; Peter Lynch, Kells Ireland; Joel Smith, Coventry CV5 6NO; Michael Bishop, Birmingham B44 8UJ; Thomas Brettell, Dudley DY1 2ER; Kevin McGarrity, Edinburgh EH10 7HD; Thomas Aldis, Cirencester GL7 1AT; N Mallett, Northants NN9 5TU; Paul Cuison, Wilmslow SK9 6DL; Daniel Judah, Dover CT17 0SG; Tristan Thom, W.Lothian EH54 7BZ; Paul Cutting, Norwich NR9 3DG; Thomas O'Malley, Sheffield S12 3JB; Robert Craig, St Helens WA11
0XU; Ben Smith, Norwich NR3 4EN; Henrik Matzen, Redekro Denmark; Peter Bennett, Matlock DE4 2JP; Richard Turnbull, Liverpool L36 3TQ; Darren Adams, Solihull B90 3EA; Marc Hutchinson, Barrow-on-Soar LE12 8MG; Neil Jones, Bridgnorth WV16 4HP; Roland Corbet, Walsall WS2 0DU; T King, Broadstairs CT10 2NF; Ian Parnacott, Kent BR4 0LR; Craig Lawton, Sheffield S3 9JX; N Hawkins, London NW10 0PX; Fahad Hamid, Girlington BD8 9HS; James Snowdon, Durham DH1 2TX; T Bates, Coldstream TD12 4JP; Dominique Snoeckx, Belgium.

ROBO-REVIEWER COMP

(US Gold, Issue 63)

I almost split my gills laughing at all the entries for this one, though none of them were quite as daft as the real Phil. The funniest robo-reviewer (picked by Editorial Assistant and baked bean fan (!), Viv Vickress) wins a neat Omnibot plus a copy of *Rotox* for its clever designer:

Simon Keefe, Liverpool L18 1DT.

And 25 robo-runners-up get a copy of *Rotox* or a C64 (US Gold) game of their choice...

Tom Werber, Wood Bridge IP13 6NJ; Simon Winstanley, Burnham On Sea TA8 2PD; Jamie Caple, Derby DE2 7DF; Lee Candy, Andover SP10 5DS; James Pang, Lancing BN25 8JP; John Greenwood, Leeds LS16 7BX; Scott Gazzard, Leicester LE2 6RF; Ian Grzelak, Manchester M23 9EL; Chris Moyle, Yarm TS15 9EY; Mark Lloyd, Lingfield RH7 6RJ; Alex Simpson, Northwood HA6 1AN; Sasha Payton, London Colney AL2 1JX; Mark Rouney, Oldham OL9 7SN; Antony Butler, Bilston WV14 8BL; Simon Wright, Tadworthy KT20 5QT; Michael So, Edinburgh EH7 5YQ; Eddie George, Portchester PO16 8HB; David Penn; Bridgnorth WV16 5DN; Scott Neil, Ayrshire KA3 4AP; Carl Carter, Stoke-on-Trent ST6 5NH; Mark Turrell, Chichester PO19 4TN; David Cooper, St Ives TR26 1EP; Craig Bolton, Sheffield S6 5FY; Howard Goodall, Colne BB8 8DU; Ricky Halliwell, Stafford ST20 0JP.

CREATURE FEATURE

Do you ever get that feeling that there is something missing from the magazine? This issue just hasn't got that little something that makes it quite complete. Hold on, we know what it is.... the RETROGRADE tips! So, to make up for lost space, we're going to make this instalment six pages long and call the magazine 'CREATURES 64' (we wish).

SATURDAY JULY 14TH

What a day! We woke up this afternoon and thought we were in the Caribbean — it's that hot. Then we realised we had to stay indoors and type up this flipping diary. Oh well, we'd better get on with it...

WEDNESDAY JUNE 13TH

John: Well guess what we did today, that's right — we went to ZZAP! HQ (all our diaries start with this). Pieter '*Venom Wing*' Opdam was there (actually he's been there for about five weeks) still adding the finishing touches to his game (and having A LOT of mastering problems — shouldn't have made your copy protection so good, eh Pieter?).

Steve: The guys at ZZAP! have been viewing the latest version of *Creatures*. This happens to be the last level of the game which starts off in a graveyard setting and leads on to the castle and torture chamber at the end of the game (which was shown in the last issue).

FRIDAY 15TH JUNE

John: Today I started coding the Shop, represented by a witch's hut. The (pretty) witch is going to be speaking to Clyde during his visit in the shop, so I've had to write a couple of small routines which will print speech bubbles to the screen and what she says inside them.

Accidentally found a very pretty effect using overlaid sprites yesterday. It all came about from the arrowhead used in the 'Get Ready' attract sequence, and looks like vertical 'colour splits'. Anyway, without giving too much away, I reckon I could make good use of it as a 'screen appearance' system, maybe for the High Scores screen.

Steve: The shop graphics are really finished this time. I know I've said it before but the final adjustments have been made and it's all done.

The time has come to design the second 'hilarious' torture screen. This will see one of Clyde's friends tied onto the top of an 'ACME jack' which is being worked by one of the bad guys. Above the jack is a swinging blade which will surely slice the poor fuzzy-wuzzy in two. You're required to save the fuzzy by stopping the jack: I'm not going to give too much away but it involves a rock, a seesaw and a cannon ball.

TUESDAY 19TH JUNE

John: Took a little time off from doing the shop this morning as I had to add some restart points to the second level. I found a little bug in the game yesterday which sometimes caused an alien not to appear. As this was a fairly major bug I had to stop work on the shop (again) and fix it.

Also found out about a series of 'monster movies' on Channel 4. They run at about 11.00 pm each Friday and I'll give you three guesses at the title of the series... that's right — The Creature Feature.

Steve: I've spent a few days working on the alien maps. All the screenshots of the game so far have had demo aliens on them which haven't actually been mapped onto any platforms or anything. This means that there has never been a demo of the game with aliens walking, flying or swimming around. So there's never been any proper gameplay before now.

In between doing the aliens I've done the shop music, which has had much praise from Andy Smith. It has the bass 'n' drums we come to expect from me with a real nice wibble at start.

FRIDAY 22ND JUNE

John: After working loads of

▼ A jumble of graphics which might be put into order once the Rowland Bros come back off their hols!



hours on the shop the last couple of days, I've hit a problem — adding a purchased weapon to Clyde's weapon list. I've studied a print-out for the last hour and modified my code several thousand times but it still doesn't work. By the end of the afternoon I'm getting very annoyed and end up throwing 'coosh-balls' round the room. If you don't know what a coosh-ball is then check out the last instalment of the diary. The piccy of us on the bottom left of the first page has me with some coosh-ball earrings!

Steve: After getting the basic design of the second torture screen, with all the sprite and colour splits worked out, the next task is to reproduce the drawings onto the C64. I started designing the characters and have produced a really colourful effect that has the left half of the screen on light blue and the right half on black. Most of the devices on this screen are animated through characters and windows, such as the Acme jack and the swinging blade. These use up a lot of character animations and therefore have to be stored out of the current on-screen charset (character set) and stored over when needed.

TUESDAY 26TH JUNE

John: Spent yesterday morning fixing ANOTHER bug Steve found in my 'alien movement' routine: any aliens moving with a speed of a pixel every other 50th (of a second) in an X direction somehow screwed up the other aliens. Don't ask me how. I'm only a programmer (just).

I spent this morning adding an information option to the list of icons in the shop. If you select this the witch will give you a handy playing tip for the following torture screen. But, as we only allowed four lines of text in her speech bubble, it's not a great deal of info. So I came up with the idea of being able to buy additional info if you want it. I also chucked in a little routine which pulsed the icon tablet every time you purchase something.

Steve: The torture screen chars are now finished, even though sometime in the future I'll probably adjust and add bits to them. So next on the long list of 'things to do' are the sprites for this section, starting with the creature that works the Acme jack.

I've also been adding more aliens to the scrolling section. I'm just completing the last part of water on the first level, with all the cute little fishes and smiling puffer fish.

THURSDAY 28TH JUNE

John: Wednesday's post contained a demo disk from Andy Roberts. It also had some of his bitmap screens on, with our favourite apparently taking the least time to copy — sorry — create! (Now where have I seen that Lamborghini before?)

This afternoon was another 'stop work on what ever I'm doing and fix a major bug' afternoon. The problem? The sprite 2 sprite detection subroutine. This is used by my UTHEM and BULTHEM routines (you against aliens and your bullets against aliens respectively). The problem with it is the detection over the '255 line' (MSB). I still haven't fixed that blasted thing — I don't know what it is. (My poor little coosh-ball has taken one heck of a hammering today, especially after one of my source disks crashed!)

Steve: I have now finished the first level of aliens and am about to start the second level, which begins in water. This then leads onto a long section of forest, then to the end of level and torture chamber. Your journey through the forest will not be easy as you have to tackle many fierce aliens (with cute bug-eyes).

As John has been working on the 'shop' section of the game, he requires some graphics for the weapon selection. So, as usual, I have to stop what I'm doing and oblige. The graphics he needs are a few extra icons to go in the list of weapon icons you can buy; the extra ones are an information icon and an exit icon. While I'm trying to design a good-looking info icon, I have the idea of trying to do the Tourist Information 'i', that you get on the signs and on the maps.

MONDAY 2ND JULY

John: At long last — I've fixed my detection subroutine!!! So what if it was only luck that I fixed it in the end, at least it's done.

Had to take an hour off from *Creatures* to reply to some fan mail we received late last week. Mark Bishop (from Dudley, which doesn't have very good software stores) sent a letter to ZZAP! to pass onto us. He included a handful of Burger King cards with the winning panels scratched off, giving us free Whoppers, fries and cokes. Rob H just had to take one before passing them onto us, didn't he?! Mark also liked the same music we do (check out King Bee — Back By Dope Demand, it's great (I just luv the video)). Anyway, thanks Mark for an entertaining letter and of course, the BK cards.

Steve: Hey man! Done some real wicked vibes today! — well I need a break from mapping on aliens. Whenever something gets a bit boring I usually compose (copy?) some music, so our disk boxes are overflowing with tunes, ditties and drums.

Another brainwave, this time in the form of a new magic potion for another weapon. This weapon will have Clyde spitting flames, but they will stream out further than normal and go through any platforms in the way.

There are more sprites to be added to the waterfall level, but I may be starting to run out of ideas for aliens. This level has got some good aliens like the cute little birdies, the big bug-eyed slugs and the 'Old-age Mutant Heroine Tortoises' (just kidding about the last one).

WEDNESDAY 4TH JULY

John: Spoke to Pieter Opdam yesterday about a *Creatures* demo for him and his mates. They might be doing the 16-bit conversions of *Creatures* for Thalamus.

Fixed loadsabugs today including some which have been in the game for months: the colour scroll glitch (the colours for characters at the bottom right of the screen don't update fast enough) and alien explosion colours (the colours have a nasty habit of going out of time with animations, which doesn't look too cool!). I also modified my dreaded sprite 2 sprite collision code to detect vertically expanded sprites properly.

Steve: Finally I've finished a level of aliens. This level is the third out of six (at the moment anyway — but it may change again).

As soon as John gets his finger out and saves off the next alien map editor (level four) I can continue with more alien mapping but in the meantime I shall continue with the sprite aliens on the first and second levels.

Rob Ellis has recommended that we hear Jean Michel Jarre's new album — Waiting For Cousteau, so on it goes as we work away. This music is perfect for working to, really relaxing and mellow. Some of the tunes are quite cute in a way, and I may be inspired by them (copyright — what's that?) One of the best tracks is 22 mins long — imagine that for title music!

MONDAY 9TH JULY

John: As Steve's mentioned before, Clyde starts the fourth level in water. When I uploaded the map and Clyde appeared in the water, it looked okay — until I pushed up. Every pixel Clyde moved up, his jump sound effect played. I half expected something like this was going to happen as it's not the conventional way of getting under water (he usually has to fall into it). A bit of messing around with the code and I've not only fixed the bug but I've arranged the code's structure so I can incorporate different movement routines for each level.

Steve: More work on level four, adding two screens to the water section at the start of the level. After the water section ends you have the long section of forest to deal with. John now has to upload the new map before I can continue with more aliens, so it's back to more level one and two sprites (again). I've got a nice goblin-type creature strutting his funky stuff and some neat turning animations for him.

FRIDAY 13TH JULY

John: Adjusted the in-game colour splits today. Instead of indiscriminately splitting all colours, they now only split colours which are different. On the subject of colours, I decided to do something about the lack of effective sprite colours we can use. At the moment we can normally only use five or six, the sprite multicolours being dark grey and yellow. I managed to get an extra seven or eight 'good looking' ones today (by mixing two present colours, eg green and pink to form a greeny-pink colour... hmmm).

Steve: As you probably know already, the first level of the game has a waterfall in it and today saw me trying to animate the diagonal corner. The problem here is I have to design the frames one by one and can't see them animating until John has uploaded them and put them in the level.

The first attempt looked a bit messy but once I had sorted out this problem I did a second version which is much better. The diagonal slope of water is preceded by the horizontal section that you swim in, which has some pretty neat animations for Clyde splashing around and nice parallax water. After the corner you have the vertical drop into the water below. We may put sound effects in for the waterfall which will get louder as you get nearer and fade away as you leave.



I'm appalled. I don't know what it is about some humans that they can't admit how pathetically puny they are and instead resort to cheating. It is my sad duty to inform all you honest high-scorers out there that three such cheats have managed to infiltrate this page. When I first saw those massive C64 *Turbo Out Run* scores I was suspicious but I gave them the benefit of the doubt. But then I got a call from Mark Kelly of Probe Software (who programmed the C64 version). He pointed out that the maximum possible score on the C64 game is around 17,500,000. All the three top scores far exceeded this. Now all I had to decide was what punishment the offenders should get. Luckily for them I was in a very good mood — otherwise they'd have been boiled in a bath of acid — and simply banished their oversize scores and reinstated the previous legal ones. But next time I might not be so lenient, so don't risk sticking that extra zero on the end of your scores — you might just find out what it's like to watch 200 consecutive episodes of Prisoner Cell Block H!

4TH DIMENSION (Hewson)

Cyberdyne Warrior
34,735 Greg 'Cool' Matthews, Caerphilly, Mid Glamorgan
32,120 Alex Duke, Hemel Hempstead, Herts
26,695 Darryll Gould, Horsell, Surrey

Head The Ball
33,660 Rob H, Stalag ZZAP!
32,990 Scott Wooldridge, Cheltenham, Glos
32,290 Alex Duke, Hemel Hempstead, Herts

Mission Impossibubble
124,500 Rob H, Stalag ZZAP!
82,500 Stuart Wynne, Home For Sick Eds
73,500 Alex Duke, Hemel Hempstead, Herts

Insects In Space
224,490 Rob H, Stalag ZZAP!
46,590 Marcos Moret, Whetstone, London
34,730 Stuart Wynne, Home For Sick Eds

APB (Tengen/Domark)
75,890 (Day 18) Len Logg, Warley, W Mids
56,570 (Day 16) John 'G.O.D.' Canter, Welwyn Garden City

(Amiga)
92,450 (Day 20) Ian 'Stoat' Perryman, Plymouth, Devon
76,540 (Day 17) Steven Packer, Chelmsford, Essex
72,505 (Day 12) Richard Fowler, Biggin Hill, Kent

BARBARIAN II (Palace)
671,006 Greg Macdonald, Glasgow
575,000 Lee Tanner, Basildon, Essex
486,790 (Completed) Simon Phillips, Greenfield, Beds

BATMAN: THE MOVIE (Ocean)
1,580,120 Karl Green, Acklam, Cleveland
1,479,500 Paul Berry 'the cool dude', Rochdale
1,478,700 Marcos 'The Muke' Simpson, Northwood, Middx

(Amiga)
769,400 Chris (Megablaster), Rijswijk, Holland
624,342 Ian Perryman, Plymouth, Devon
615,570 (Completed) Craig and Jason

BATTLE SQUADRON (Electronic Zoo) (Amiga)
2,645,645 Ian 'Stoat' Perryman, Plymouth, Devon
2,537,550 Jimmy Gustaffsson, Sweden
2,440,600 Lucifer, Deal, Kent

BLOOD MONEY (Psygnosis)
137,650 Simon 'Oik' Blencowe, Banbury, Oxon
127,450 Rob H, Stalag ZZAP!

(Amiga)
351,150 Ian Perryman, Plymouth, Devon
349,880 Chris (Megablaster), Rijswijk, Holland
340,000 (Completed — Again!) C Hall, Houghton-le-Spring, Tyne and Wear

BUBBLE BOBBLE (Firebird)
12,312,260 Simon Phillips, Greenfield, Beds
9,390,340 James Chan, Walton, Liverpool
9,384,260 Ian Moglan, Somewhere

CABAL (Ocean)
208,615 (Completed) Chris Campbell, Nottingham
166,720 'Mad Man Mark' Ashton, Manchester
150,491 (Completed) Ronald 'Radical' Pettit, Banstead, Surrey

CASTLE MASTER (Incentive/Domark)
8,367,500 (Completed) Graham Cole, Tadley, Hants
8,201,250 (Completed) Kev 'Magister' Bowley, Barnsley, S Yorks

CHASE HQ (Ocean)
18,860,520 (Completed) Michael 'Ens' Nicol, East Kilbride, Scotland
15,195,819 (Completed) Michael Bather, Bromborough, Wirral, Merseyside
11,091,969 (Completed) Brian Leahy, Co Cork, Ireland

(Amiga)
9,999,999 (Completed) Martin 'The Mittin' Calladine, Reading
7,498,980 Glenn Paterson, Plymouth, Devon
7,240,560 (Completed) Casey Gallacher, Reading

CRACKDOWN (US Gold)
601,350 Matthew 'Nole' Allen, West Ewell, Surrey

E-MOTION (US Gold) (Amiga)
Completed (156,400) Steve Packer, Chelmsford, Essex
Completed (140,250) Rob Sadler, Halesowen, W Mids
Level 37 (127,650) Lucifer, Deal, Kent

GHOULS 'N' GHOSTS (US Gold)
4,364,900 Nathan Rees, Cyncoed, Cardiff
4,171,800 (Completed) Simon Hudson, Hillingdon, Middx
4,125,100 (Completed) Rab Paul, East Kilbride, Scotland

HARD DRIVIN' (Tengen/Domark) (Amiga)
70,576 (Time — 1:37.99) Andrew Rowley, Billericay, Essex
41,445 (1:49.58) Stu Lindsell, Brentwood, Essex
30,280 (2:08) Rob H, Stalag ZZAP!

IVANHOE
63,015 Stuart Wynne, Home For Sick Eds

JUMPING JACK SON (Infogrames) (Amiga)
28,750 Steve Packer, Chelmsford, Essex

KLAX (Tengen/Domark) (Amiga)
1,069,225 Phil King
397,100 Stuart Wynne, Home For Sick Eds
288,800 Rob H, Stalag ZZAP!

MYTH (System 3)
79,451 Peter Hills, Gravesend, Kent
59,126 (Completed) Graeme 'Tensed-up' Fairchild, Brentwood, Essex
53,000 (Completed) Paul Cranner, Millfield, Sunderland

NINJA SPIRIT (Activision)
249,400 Simon 'Oik' Blencowe, Banbury, Oxon

NINJA WARRIORS (Virgin)
204,880 (Completed)Marcos 'The Muke' Simpson, Northwood, Middx
203,540 (Completed) Edward Fletcher, Ashton-Under-Lyme, Manchester
177,320 Luke Povey, Wandsworth, London

(Amiga)
340,700 (Completed) Julian Smith, Sheffield
210,050 Jimmy Gustafsson, Sweden
144,430 Ian Perryman, Plymouth, Devon

OPERATION THUNDERBOLT (Amiga)
4,095,120 (Completed) Alan Mitchell, Radcliffe, Manchester
2,965,712 Jamie Scott Williams, Urmstone, Manchester
2,856,800 (Completed) Casey Gallacher, Reading

P-47 FREEDOM FIGHTER (Firebird) (Amiga)
1,328,000 Steven Delory, Hailsham, E Sussex
799,800 Peter 'Yeager' Andersen, Denmark
452,262 Ian Perryman, Plymouth, Devon

PHOBIA (Mirrorsoft)
266,400 (Completed) Peter Hills, Gravesend, Kent
245,750 Gaspart Arnaud, Huldenberg, Belgium
198,350 Johan 'The Joker' Jonkers, Venlo-Blerick, Holland

PIPE MANIA (Empire)
2,270,850 (Level '108') Mike '26 Crossovers' Vine, Dagenham, Essex
86,070 (Level 22) Thomas Matthews, Eastbourne

(Amiga)
229,650 Jimmy Gustafsson, Sweden
154,300 Rob Sadler, Halesowen, W Mids

POWER DRIFT (Activision)
902,340 P Ano, Douglas, Isle Of Man
884,960 Phil Halliwell, Shotton Colliery, Co Durham
884,640 Ian 'Tiger' Gough, Gorseinon, Swansea (Hello once again from Penllergaer resident, Rob H!)

(Amiga)
1,972,382 'Andy's Mum', Seaford, Essex
1,969,393 Steve 'St Ivel' Gee, Wakefield, W Yorks
1,943,628 Philip Sutcliffe, Nottingham

RAINBOW ISLANDS
3,659,380 Gary Thom, Eastcote, Middx
3,482,820 (Completed) Robert (Rainbow) Carney, Ampthill, Beds
2,251,920 Ivan Truscott, Foxhole, Cornwall

(Amiga)
4,799,600 Simon Jacobs, Anonyville
3,335,180 Simon Clark, Watford, Herts
2,993,980 Stuart Wynne, Home For Sick Eds

RETROGRADE (Thalamus)
3,185,675 (Completed) Simon Hudson, Hillingdon, Middx
1,620,140 (Completed) Dave Pawson, Crayford, Kent
1,574,315 (Completed) Gary Thom, Eastcote, Middx

RICK DANGEROUS (Firebird)
317,400 (Completed) Chris (Megablaster), Rijswijk, Holland
311,190 Simon Phillips, Greenfield, Beds
257,300 (Completed) Casey Gallacher, Reading

(Amiga)
744,550 (Completed) Casey Gallacher, Reading
564,250 Ian 'Stoat' Perryman, Plymouth, Devon
14,000 Daniel Besser, Bletchley, Bucks

R-TYPE (Electric Dreams) (Amiga)
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255,700 Pintel Tomer, Ramat-Gan, Israel

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1,658,200 Geoff Holgate, Dalton, Australia
1,394,000 David Carson, Sydney, Australia

(Amiga)
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2,041,300 (Completed) Steve 'Rad' Adkins, Münster, W Germany
1,138,200 Neil Head, Stourbridge, W Mids

STRIDER (Capcom)
23,500 (Completed) John Tyrrell, Drogheda, Eire
11,850 James Jack, Grypskerk, Holland

(Amiga)
1,077,500 Rafe Ball, Acton, London
724,900 (Completed) 'Spike', Shelley, W Yorks
307,000 (Completed) Daniel Purbrick, Bodmin, Cornwall

TEST DRIVE 2 (Accolade)
367,800 (Completed) Mark van Geijtenbeek, Leersum, Holland
289,700 (Completed) Mike Vine, Dagenham, Essex
195,684 (Completed) Arjan Heidekamp, Holland

(Amiga)
392,432 (Completed) Matt Heaton, Berkhamsted, Herts
327,296 (Completed) Sami Jussila, Jyvaskyla, Finland
304,900 (Completed) Stuart (F40) Jehan, Guernsey

TURBO OUT RUN (US Gold)
16,360,000 'Mad Man Mark' Ashton, Manchester
16,310,000 Rob 'Road' Hogg, Stalag ZZAP!
15,530,000 Johan 'The Joker' Jonkers, Venlo-Blerick, Holland

(Amiga)
48,669,257 Steven Bates, Askett, Bucks
35,754,346 Glenn Paterson, Plymouth, Devon
33,630,273 Ian 'Stoat' Perryman, Plymouth, Devon

TURRICAN (Rainbow Arts)
1,239,040 (Completed) K Ashe, Buith Wells, Powys
1,141,020 Michael Daw, Newport Pagnell, Bucks
888,110 (Completed) Simon 'Oik' Blencowe, Banbury, Oxon

(Amiga)
1,117,400 Ian Perryman, Plymouth, Devon
736,250 Steve Packer, Chelmsford, Essex
604,650 Pieter Opdam (Tug), Holland

THE UNTOUCHABLES (Ocean)
243,790 Mark Steel, Rotherham
206,310 Marcos 'The Muke' Simpson, Northwood, Middx
205,775 Steve Mundy, Askern, Doncaster

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Megatape 8 with two complete games: *Galax-I-birds* and *Felix!* Inside is a massive preview of all the latest Ocean games plus a joystick round-up.
Reviewed: Blood Money, International 3-D Tennis, Jumping Jack Son, Rotox, Projectyle, Defenders Of The Earth, Die Hard, Dynasty Wars, F-16 Combat Pilot, Grave Yardage, Italy 1990, Ivanhoe, Leisure Suit Larry III, Photon Storm, Resolution 101, Theme Park Mystery, Tower Of Babel, World Championship Boxing, World Cup Soccer: Italia '90, and many more besides!

No 64 August 1990
A feature preview of all the latest US Gold games, a review of handheld consoles (including the Lynx and Gameboy), and the second part of Phil's joystick round-up.

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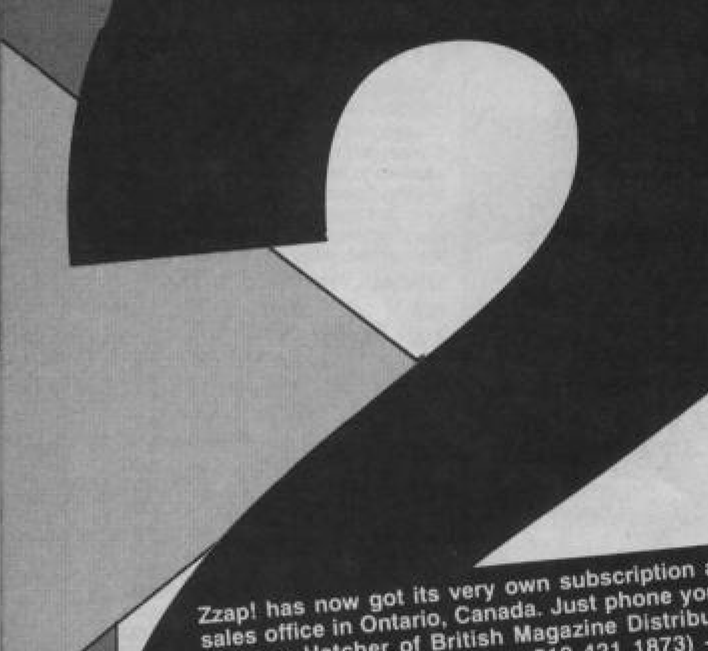
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USE THE ORDER FORM ON PAGE 51

THERE'S ALWAYS A COMMOTION GOING ON IN ZZAP!'S UNDERPANTS!

THE DREAM TEAM

The 1989 Readers' Awards saw Mark Kelly and Steve Crow voted the C64 Programming Team of the Year, with *Turbo Out Run* picking up Best Sound, Best Coin-Op Conversion and Best Game awards. All that for a 16-week rush job! Now they've got a team name, Visual FX, and eight whole months to convert Sega's *Golden Axe*. STUART WYNNE and MICHAEL PARKINSON paid them a visit.

●Fergus McGovern's Probe development company is located in a modest three-storey Croydon building, modern and distinguished by attractive blondes within and a red Porsche 911 Carrera outside. A yuppie utopia, and Fergus is surprisingly young — Mark Kelly appears only a year or so his junior. Probe's star programmer is a talkative Glaswegian, not much impressed by the rest of the industry. But that's 'off-the-record', and not a little red-eyed he takes us up to his office. It's packed with hardware, including a TV 'for watching *Neighbours* and *Eastenders*', a video recorder and an Acoustic Research hi-fi.

Steve Crow works at home most of the time, but his absence now is due to a dentist appointment. According to Mark, the dental damage is due to a karate-practising girlfriend, but this might just be his Scottish sense of humour... In the meantime Mark loads up *Golden Axe* on his M3PC, then downloads it onto a C64 via PDS. The coin-op is a five level hack 'n' slayer, distinguished by spectacular magic effects and dragons which the player can ride on. Before starting the game Mark takes out a batch of coin-op pictures for comparison — with most coin-op conversions this would be very foolish.

Load one is the intro which includes stunning portraits of the three characters you can play; a barbarian, dwarf and Amazonian woman. Steve Crow's graphics *improve* upon the coin-op's. The selection screen has the characters standing on a skeleton's hand, left/right moves the characters around for you to select — getting bigger or smaller accordingly. This little trick requires 54 frames of animation, triple what Mark originally intended to use. Although the two-player mode has been lost, presentation shows no sign of compromise.

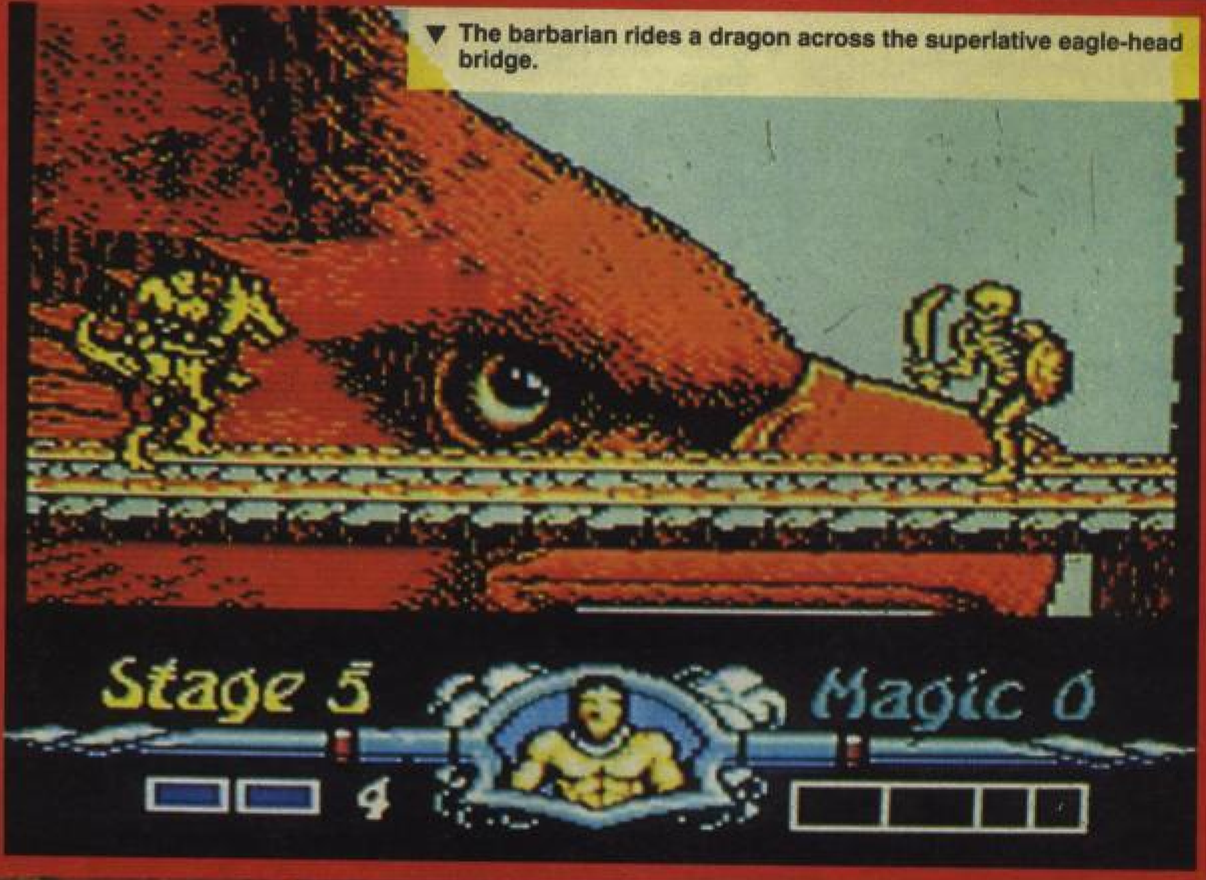
I ask Mark how helpful Sega were and he grimaces. 'Sega gave us very little, the graphics they did send us were probably from the Megadrive and useless.' Mark had to play through the entire game so Steve could take photos. The map hangs on the wall to the right, and it took 'ages' to do. As Mark walks us through the game, glances to the map show the layout is identical — it seems every paving stone has been duplicated!

The first level begins in a forest with a superbly detailed background. As the dwarf strolls forward the horizontal scrolling is super-smooth, effortlessly switching to vertical when he has to leap downwards. There are a few tiny glitches, which Mark explains are 'timing problems — they'll be fixed, but there's no point in doing that until everything else is finished.' The scroll is an updated version of the one used in *Mr Heli*.

The dwarf is quite big and brilliantly animated, but the first enemy is almost twice as tall. Taking him out requires some nifty moves; the imaginative combat action is one the best parts of the coin-op. 'We had to work out all the action moves, there's quite a few and some time after we thought we had them all we discovered the piledriver, which can take out some of the big baddies with just two or three blows.' The dwarf demonstrates, leaping into the air before make a pulverising downward blow. But coin-op authenticity isn't everything: 'The woman's shoulder butt move replaces the kick, because her leg didn't look quite right. But everything else is there, including the dwarf's headbutt charge.'

The graphics are indeed amazing, and the dwarf is soon astride a dragon, stomping left and right and spitting fire at the baddies. Characters can be up to 4x3 sprites in size. 'Memory is the biggest killer, so we had to make the dragons vanish when you're hit. We also couldn't have the dragons jumping, so what we've done is make it so they only appear when it's not necessary to jump.'

Periodically the palette switches background colours in an abrupt flash — this unique idea means *Axe* keeps very close to the coin-op, unlike most conversions which compromise on one palette per level. The character set used for the background is also being constantly updated. *Axe* has five levels in all, each a single load, with the intro and outro making



▼ The barbarian rides a dragon across the superlative eagle-head bridge.

the selection screen requires 54 frames of animation

we've slightly altered the way it plays to make the best use of the 64

▼ Gilius the dwarf demonstrates the magnificent lightning magic.



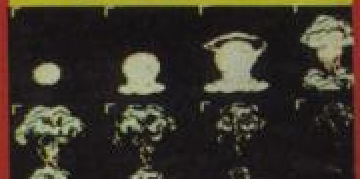
seven loads in all. Although the coin-op creatures aren't that varied, 'the control routines are all different. The Sumos come on slow, the Knight is very quick, while the Death Adder is very fast reacting.' Similarly each of the characters you can select vary in speed, strength and stamina.

Memory restrictions mean there can only be one baddie on screen at a time, plus a thief — a small creature which carries magic. 'We had a choice of doing *Double Dragon* size sprites or something bigger and more ambitious, although there'd just be one at a time. Actually I spent seven weeks on routines to get two enemies on screen at the same time, but I just couldn't get it without some glitches.' The idea of such imperfection is clearly unacceptable to Mark.

'Fortunately in the arcade game there's usually only one enemy attacking at a time. And in our game as soon as an enemy dies, another moves in so there's hardly time to breathe. Only when you walk ahead is there any rest. Basically we've kept the coin-op theme and ideas, but slightly altered the way it plays to make best use of the 64.' As the beautiful eagle-head bridge scrolls onto screen, made up of 255 characters, Steve calls in to report he's had six injections! Obviously looking for sympathy he gets only laughter from Mark. 'Tough luck!'

His oral misfortune reminds everyone they're hungry, but rather than go to a plush restaurant in typically Hoggish fashion, we decide on a MacDonalds. We're joined by Jeroen Tel, a Dutch Maniac Of Noise who's providing the seven tunes required. There's also an FX only option, with two or three channels per effect. Maniacs are going to have to excel themselves

▼ H-bomb style explosion magic.



to beat *Turbo*, and Robin will have a full interview with Jeroen next month.

Over cheeseburgers, talk turns to *Turbo*'s programming. In his ZZAP! interview Steve Crow predicted 'a lot of people will try and copy the style we've come up with in this game'. It turns out he was more right than he could have imagined, as Probe has been approached by numerous software houses wanting them to handle their driving games too. The only one Mark could show us was *Special Criminal Investigations* (AKA *Chase HQ II*). It makes *Turbo* look sluggish!

As we return to Probe, Steve arrives — tall and cheerful, the programmer of numerous Spectrum smashes and now one of the C64's top graphic artists. After much examination of gleaming ivory he sets up his 520 STFM. 'When we started *Turbo* I did a few graphics on the C64, but I soon switched to the ST. I use [Rainbird's] *Art Studio*, which is great for characters, and a Genius mouse. I'm always changing mice because it's so important.'

I ask about what it's like working with Mark, and Steve is immediately enthusiastic. 'Mark's a brilliant programmer, he makes sure the graphics go in just right. It's no use doing brilliant graphics unless they're animated just right and the programmer sticks to the colours you intended.'

'I very rarely change colours,' Mark confirms, 'and I always check if I do. Our motto is: Teamwork, hardwork and co-ordination. Steve's always coming up with new stuff to cram in and testing out his graphics on me. With Steve the graphics are usually so good I can't help but try and get them all in. I think you've got to try and use all the resources of time and money you've got to do the best possible. People who're in it just for the money piss me off. Ten pounds is a lot of money for some parents, and too many games don't last a weekend.'

On the specifics of *Axe*, Steve picked up some neat graphic tricks from Sega. 'When I first saw it I thought there were loads and loads of frames of animation, but in fact the blurring effect is very easily done.' The cartoonish speedlines when a character attacks are shown in the screenshots. 'But instead of five different positions of action showing the sword movement, the blur shows all the positions in one frame.'

There are 16 frames of animation for each of the three characters you can choose to play. Each frame uses six sprites, with 96 different sprites per character moving in one direction. This is effectively doubled by software flipping. The four smaller aliens have eight frames, while the big baddies have five. There's a massive 360K of graphics in C64 *Golden Axe* (or were, the night after the interview they worked to 2am and increased the smaller aliens' frames of animation to 20!). 'The only creature we dropped was the chicken-legged dragon,' says Steve. 'I drew it but it had to be dropped.' Each level multiloads only graphics data to speed things up, and putting in chicken-

▼ The slick selection screen: each of the characters have their own stamina, speed and magic attributes.



▼ Mark Kelly discovers the dangers of mocking Maniac Jeroen Tel, with Steve Crow providing help (and a mucky car!).



leg would require code. There's a similar question mark over the just-finished map which might be dropped to avoid multiload hassle. Mark's severely critical of *Turbo* on cassette, and *Axe* should be a lot better.

Now Steve's arrived Mark shows off the magic effects, there's a different type for each level, with various stages of power. Pressing fire causes the dwarf to raise his arms and the screen fills with explosions. It's a flickscreen effect, alternating the explosions with the game graphics rapidly enough to fool in the eyes into combining the images. Even more impressive is the massive flame-spewing dragon head and the flickering blue lightning which walks across the screen. There's even a tiny bit of lightning which hops off to briefly flicker on its own. 'I drew that out, but I didn't really think Mark would bother to program it in,' says Steve, who's seeing the magic animated for the first time.

As the fireball magic is shown Steve frowns, spotting a glitch no one else had noticed. Intense, but good humoured debate over its cause follows. Apparently the C64 graphics chip smooths over colour differences, whereas the ST's doesn't. Steve uses a specially modified Philips monitor to simulate the effect, but sometimes graphics which look good on the ST glitch on a real C64.

They'll be fixed and it's a good example of their team approach, each checking the other's work. 'Next week I'll be giving Mark serious grief over playability,' promises Steve. 'On *Turbo* I asked him if he couldn't make the car go faster across the screen. He said he couldn't, so I suggested he put a loop in. "Can't go for that", he said — he wasn't having a good day — but eventually he did.'

It's hard to think of another partnership where the graphic artist can not only criticize the programming but make suggestions as well. Both are fullsome in the other's praise, and *Turbo* was the ultimate test. Mark remembers, 'We started *Turbo* this very day [26th June]. The final contracts between Sega, US Gold, Probe and ourselves were signed over a weekend. We had sixteen weeks and worked seven days a week without a break.'

Golden Axe was comparatively leisurely: while *Turbo* took them just five weeks to make the breakthrough which convinced them it would work, with *Golden Axe* it was four months. According to Mark, 'The first thing we did was the scroll routine, then it was putting the player on screen. It took seven weeks to do a sprite system, and it was then



▲ Debbie arrives at work with paparazzo Michael providing the reception.

we made the big/small sprite decision. After that it was the flickscreen effect of the magic, then the backgrounds. They use multiple character sets.'

'Each level's background is constructed from two character sets,' says Steve. 'It was probably the first thing I did.' I ask Steve about the magnificent character portraits. 'They weren't digitized,' he promises, prompting suggestions about tracing paper. In fact, Steve used 'clear cell overhead projection film. Tracing paper is too opaque. But I only used that for outlines, all the rest I did by eye. It took a day to do each one, but they were long

▼ About to be cut in two by one of the biggest baddies.



▼ Tyris kneels to conquer while a small, magic-carrying thief runs past.



days!'

The commitment certainly shows, and *Golden Axe* is going to have a similar impact on the tired world of beat-'em-ups as *Turbo* did on race games. The graphics are great, while the variety of combat moves and magic effects means there's plenty to master. Already there's been four months of exhaustive playtesting on the project, an unimaginable amount compared to *Turbo*.

For the future, the billion dollar console market beckons. They've already been flown over to America for a chat. But Mark's convincing in his commitment to the C64. He's particularly looking forward to possible cartridge versions of *Turbo* and *Axe*. The 256K memory would solve many of the memory restrictions, allowing lots of extra features. There might even be a cartridge race game construction set, allowing buyers to design their own *Turbo Out Run*. US Gold don't know about it yet, but hopefully they'll back it. Any readers with ideas to put in are invited to write in to us (envelopes marked *Great Game Ideas*), which will be passed onto Probe. The best ideas could win a copy of the cartridge, if it happens. There's also plans to do a state-of-the-art Amiga game, as Mark and Steve have yet to be impressed by any Amiga software. He also foresees helping out on any future Probe C64 games. But for us it's time to catch the train.

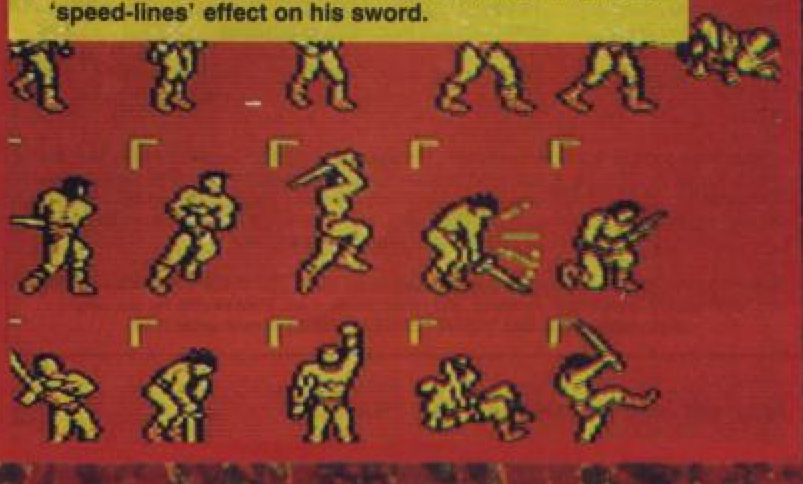
On the way to the station Steve remembers the time Mark asked him for seven frames of animation for the *Mr Heli* character. 'I gave him *seventy-two* frames. He put them all in but he doesn't let me forget about it.' Such commitment from graphic artist and programmer make anything possible. The rewards are already apparent and while Steve has just bought a house, Mark's got an order in for a 140mph Calibra (and they only come in red).

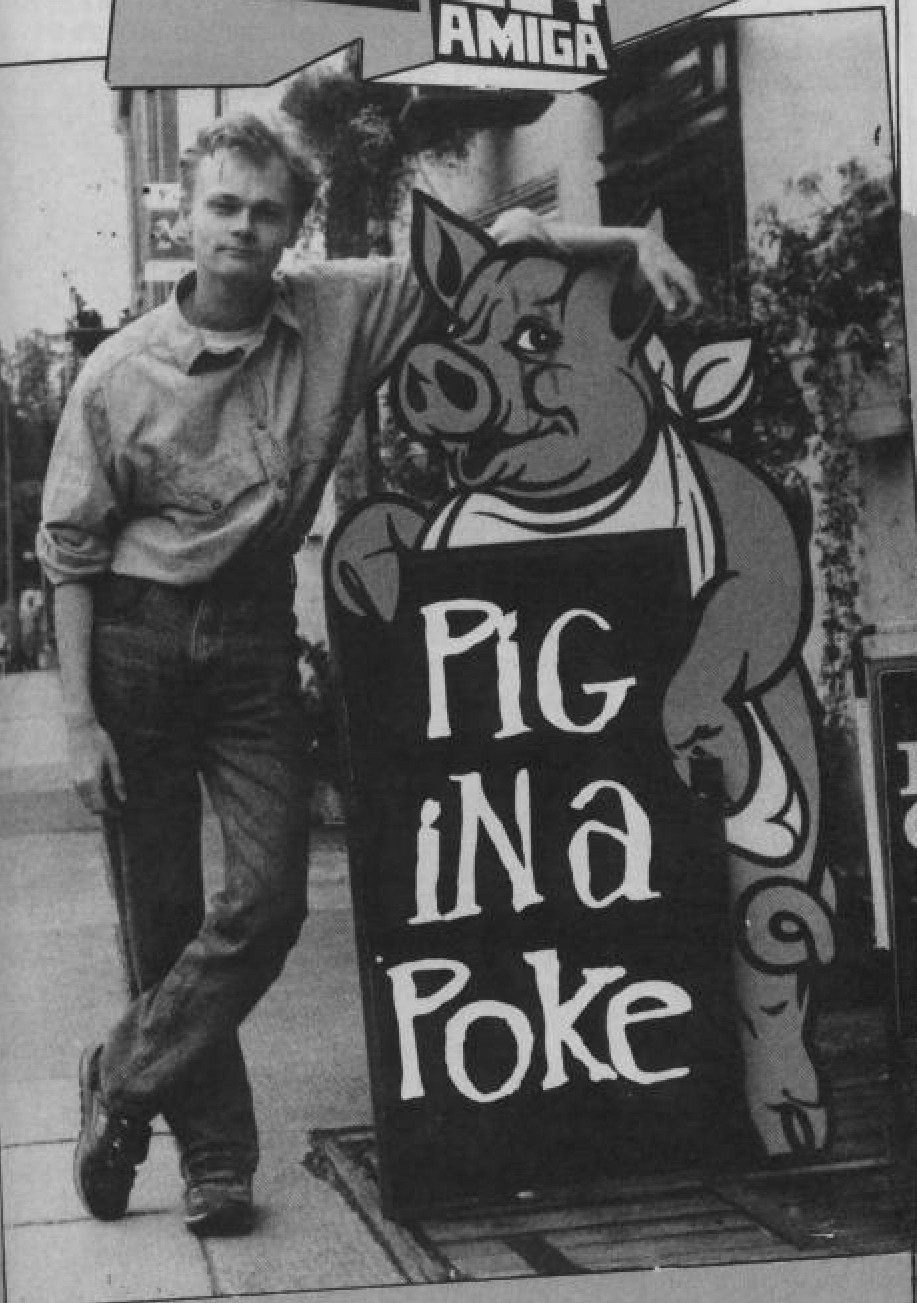
Golden Axe will be released by Virgin Games in October for £9.99 cassette and £14.99 disk on the C64. An Amiga version is also under development by Probe.

▼ One of the three superb character portraits in the selection scene.



▼ The barbarian's sixteen frames of animation. Note the 'speed-lines' effect on his sword.





ASK AND YE SHALL RECEIVE

What a kind hearted lot you are out there in reader land! I asked for maps and tips on *Turrican* not so long ago and here we are with tons and tons of the stuff, Michael McDonnell asked for *Fantasy World Dizzy* tips and in came complete solutions, tips, maps and all! Apologies for no *Rainbow Islands* or *E-Motion* stuff last issue but things were crammed to busting, with a lot of the stuff you see this issue being held over from the previous. So much work, so little space.

TV SPORTS: FOOTBALL

(Cinemaware/Mirrorsoft)

Hut! Hut! Hut! Ace computer quarterback Peter Di Mambro **of Dalkeith in Midlothian is on the scene and touching down with these end-zone tips for this blitzing American Football sim. So I'll just say 'It's Good!!!' and let Peter take it away!!**

Here's how to average at least 70 points per game (it should be possible to get over 120!)...

OFFENCE

It is only necessary to use the Shotgun formation with the bottom-right tactic choice. Position both Wide Receivers on the left. When the ball is snapped run the Quarterback to the left so he is in a vertical line with the Wide Receivers.

Advance to just before the line of scrimmage and two of the defence will run towards you. It is now that you throw the ball upfield as far as possible, resulting in a Touchdown! When within ten yards of the end-zone it may be easier running the ball in yourself.

Occasionally the defence will Blitz through the middle or from the left — in this case just dump the ball out to the left half back and you should gain at least 5 yards.

This Offence will work against all computer teams as they are so lacking in intelligence it's incredible! A little moan about the Lastability score you gave the game: 94% is a little high as once you've won the CWFL Bowl you won't play it again as it's too easy (Especially with these tips it is!! — Rob H). I beat San Diego in the Final 98-3 and I didn't bother scoring again as there was only room for 2 digits on the board! (Show off!!! — Rob H again).

KICKING

Extra Point: Obvious — stop at the line half way up.

Field Goals: Why settle for 3 points when you can have 7? But if you must, only attempt within the 30 yard line and do the same as the above.

Punts: Hit the ball straight away. Don't try to advance a few yards before kicking as this will get you tackled.

Blocking Punts: Don't waste your time. Just impede the opponent's two runners as this will enable your Defence to gain an extra couple of yards.

DEFENCE

It doesn't matter too much whether the computer scores or not as you're guaranteed to score more (What a big head!! — Rob H).

Always use 4-3 or 3-4 Defence with either Pass or Run Inside option.

I-Formation
Man-to-Man mark the Wide Receiver with the Left Corner. Either Double Cover the Wide Receiver or Blitz Left Safety. Leave the Right Corner.
Control Right Safety yourself. Position him in the middle about 5 yards behind the line of scrimmage.

Shotgun
With the corners Man-to-Man the Wide Receivers. The Right Safety can either Double Cover or Blitz.

The Left Safety is under your control. Either tackle the Half Back when carrying the ball or if the Quarter Back is passing stand in front of the Half Back so he cannot run upfield.

Pro-Set
Man-to-Man the Wide Receiver with Right Corner. Blitz the Left Corner. Leave the Right Safety or Double Cover the Wide Receiver. Use Left Safety to block a Half Back.

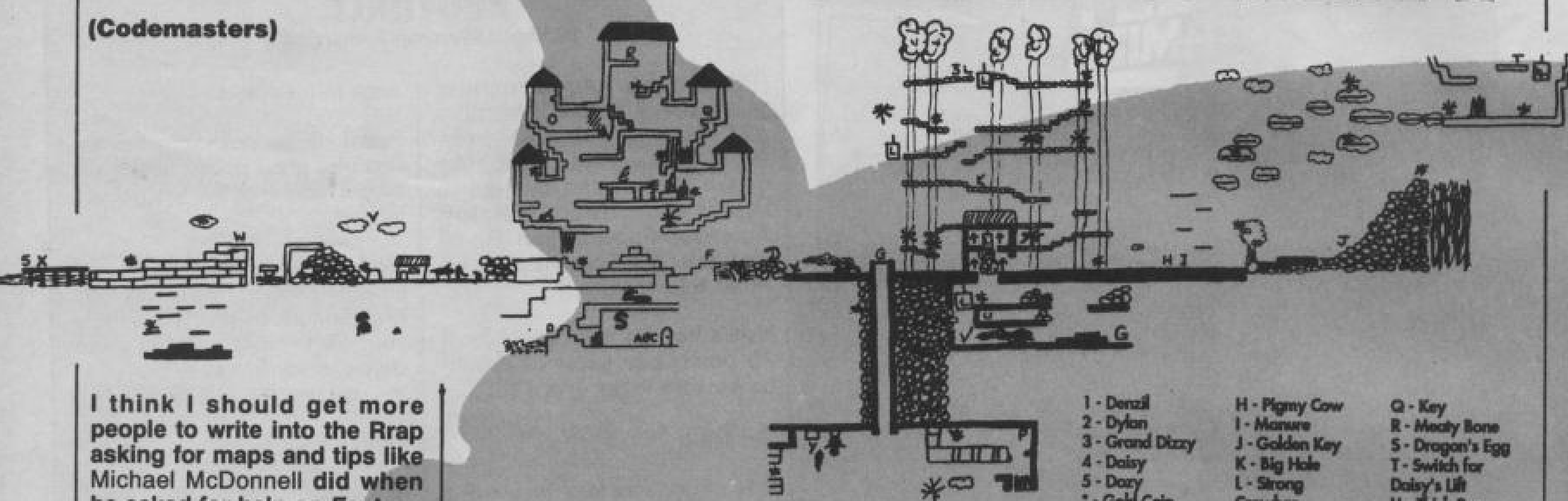
NOTE: The Computer Quarter Back doesn't run upfield carrying the ball! (Sounds thick to me — Rob H)

Using these tips you'll be undefeatable by the computer!! Hail Mary!!

ZZAP! Pig in a Poke

FANTASY WORLD DIZZY

(Codemasters)



I think I should get more people to write into the Rrap asking for maps and tips like Michael McDonnell **did when he asked for help on *Fantasy World Dizzy*, the latest in the ongoing eggs-citing series of eggs-cellent adventures from the Codemasters yolkers (He's well gone this time — Ed).** Mrs G Smith **of Carlisle (where we print this wonderful mag) in Cumbria,** NP Hewitt **of Bristol,** Richard McBlane **of Prestwick,** Crispian Batstone, Duncan Wardle **from up the road in Shrewsbury,** Lawrence Nuttall **of Aldershot and somebody who remains nameless from Elmesthorpe in Leics are all kind-yolked eggs-perts in this game with maps, tips and solutions galore sent in to help Michael (and many others judging by the pleas for help). This is simply great and shows how caring ZZAP! readers are: more of the same I say, give them a round of applause! Now what about the same sort of stuff for other decent budget games? Come on, we're on a (egg) roll here!!!**

THE FANTASTIC FANTASY WORLD DIZZY SOLUTION

First, give the APPLE to the TROLL, take the JUG OF WATER and tip it on the FIRE. Then get the LOAF and leave the room. Take the BOULDER near the barrel in the smuggler's cove and jump onto the top platform. As the RAT runs right, run after him for about a second and drop the BREAD in its path. Get out of the way by going left.

Drop the boulder in the entrance hall and go to the CROCODILE on the next screen. DON'T pick up the WHISKY or you'll be drunk for the rest of the game! Instead, walk past it to the ledge. The croc opens its mouth in a pattern, namely three times in a row before pausing. Jump onto him from the position next to the WHISKY BOTTLE when he opens his jaw for a SECOND time. As soon as you land on him, jump right! Get the BOULDER and come back to the entrance hall.

Drop the boulder and go upstairs and jump left (careful about the fire on the wall!) Turn the PORTCULLIS on and get on the table next to DENZIL, jump left on the very edge of the table then jump right from where you land. You should be still in the room with Denzil but in the top left corner. Now jump onto the next screen.

Go to the East Wing and get the KEY, taking care to avoid the spikes. Now get the BONE from the attic, go down to the entrance hall and drop the key. Go to Armorog's Den and put the bone at the entrance of his cave. Quickly get the boulder and jump out of the way of Armorog. Get one boulder from the entrance hall and go to the Dizzy Hawk. Jump left when he comes towards you and keep jumping. You're okay when you are under the CLOUD under on the left side.

Walk up to the edge of the BRIDGE and drop both boulders in. Get the other boulder and do the same. Fall onto the middle bit and jump onto the other side. Get the KEY and jump onto the BOXES on the next screen. Walk on top of the boxes to the next screen and jump the HOLE in the PIER. Talk to DOZY and get the SLEEPING POTION. Try and talk to him again and kick him in the sea for a laugh.

Go to the DINOSAUR past the croc and, when he lifts his head, run past the TREE and drop the potion. Get the key from the entrance hall and pick up the BAG from on the wall. Put the keys in the the LIFT CONTROL and get the KEY from the bottom of the VOLCANO which is about four screens to the right.

Talk to DYLAN on the way back and put the key in the lift control. Climb on the wooden planks to get to GRAND DIZZY and get the CROWBAR. Get down again and get the COW. Put the crowbar on the top of the WELL and go down it. Find the SHOPKEEPER in the MARKET SQUARE and exchange the COW for a BEAN. Get the key from the chapel and put that in the lift control too.

Plant the bean in the MANURE. Go up the WOODEN PLANKS again and get the DOOR KNOCKER and the PICK-AXE from near Grand Dizzy. Go to the entrance hall and from there go to the door where it says 'KNOCK AND ENTER'. Drop the door knocker and enter to pick up the BUCKET. Go to the bottom of the volcano and step into the WATER. (Don't worry, it won't kill you!). Fill the bucket and drop it in the manure.

Climb the BEANSTALK to the first cloud on the screen and jump up to the next cloud on the screen above (climbing the bean may be a bit tricky so be careful and take your time). Go to the CLOUD CASTLE and get the DRAGON'S EGG, jump all the way down back to the LOCK ROOM. Walk down the hole and place the dragon's egg on the NEST (but not too near the Dragon else it won't do anything). When he lets you past jump up to the second platform on the left and use the pick-axe.

Get the RUG, climb the clouds again and go right up to the SPIKES in the floor in the castle. Cover the spikes with the rug and jump onto them. Jump up to the switch and turn it on to release DAISY. Go and talk to Daisy when she reaches the TABLE. Watch the PRETTY HEARTS on the screen. Go and find all of the coins (you need 30 coins in all) and go back to Daisy's HUT to complete the game!!!

Well done Dizzy and Daisy and may they both live an unscrambled, unpoached and unfried life, sunny side up of course!!!

FANTASTIC TIPS

★ On the lid of the bottomless well is a pouch you can pick up and use to carry more objects.

★ If you're having trouble finding coins you can get an

extra one by going into the mines, finding the troll and then going back to the start where a coin magically appears.

★ The Dizzy bird won't get you if it's over a cloud. If you are on the left wait until he is over the left cloud before moving; similarly so with the right-hand side.

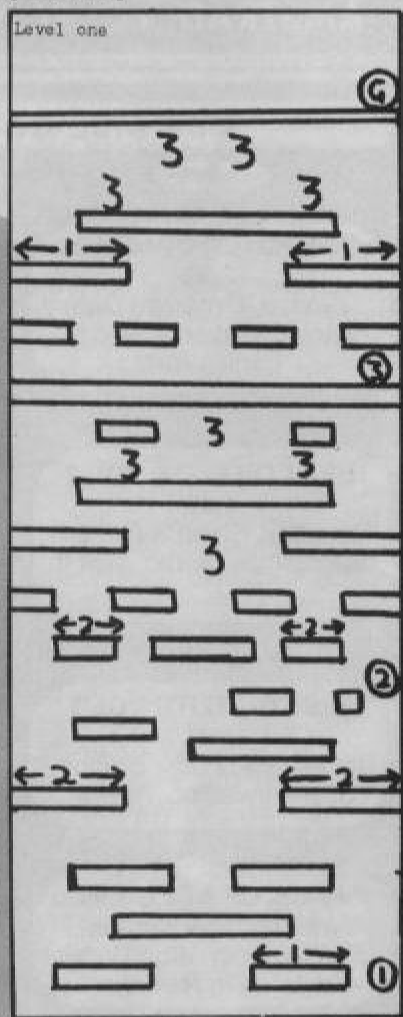
THE COINS AND THEIR LOCATIONS

(Many thanks to Mrs G Smith for the list of the coin locations)

1. Entrance Hall — Second railing on the right
2. East Wing — Next to the fire
3. West Wing — On the ledge
4. Banquet Hall — Above Denzil
5. Castle Staircase — On the stairs
6. Moat and Portcullis — Under the torch
7. Guard House — Next to the tree
8. Crafty Cloud — In the cloud
9. Dock and Pier — Between the boxes
10. Amazing Illusion — In the rocks
11. Bottomless Well — Clump of leaves
12. Bottomless Well — In the rail between 2 trees
13. Base of Tree House — Next to tree
14. Lift Control Hut — In the rail near well
15. Large Oak Tree — Clump of leaves in the tree on the left side
16. Near Volcano Top — In the cloud
17. Active Volcano — Top of the rock
18. Denzil's Pad — In the railing
19. Daisy's Empty Hut — In the window
20. Meeting Hall — Near the tree
21. Dizzy's Parent's Hut — Near the window
22. Market Square — In the rocks
23. Complex Cloud Route — In cloud
24. Inside the Church — Near the key
25. More 'Orrible Clouds — In cloud
26. Dragon's Lair — Near the lift
27. Daisy Prison — Under table
28. Deserted Mine — Near the rocks
29. Castle Dungeon — Where the guard was standing
30. Long jump cloud — In cloud, stand on the left of platform in the tree house, near lift.

RAINBOW ISLANDS

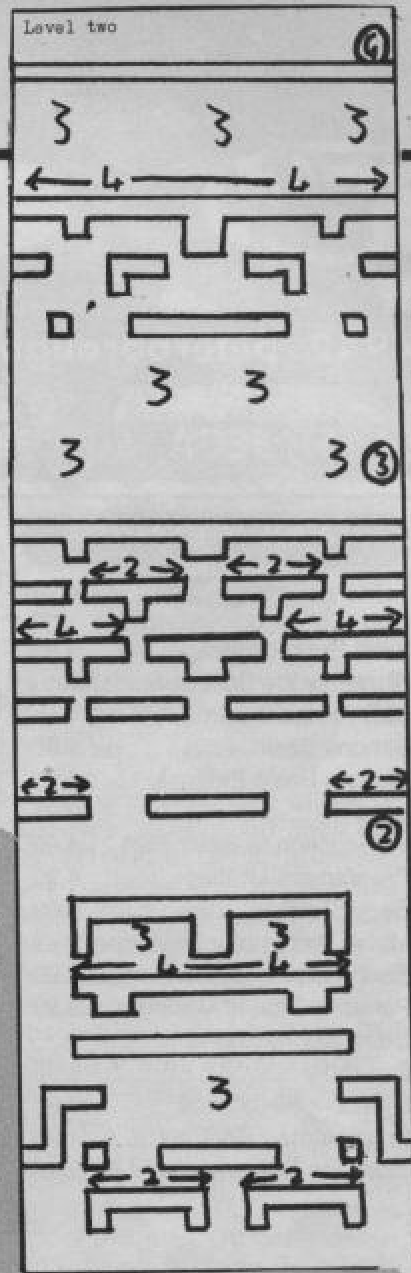
(Ocean)

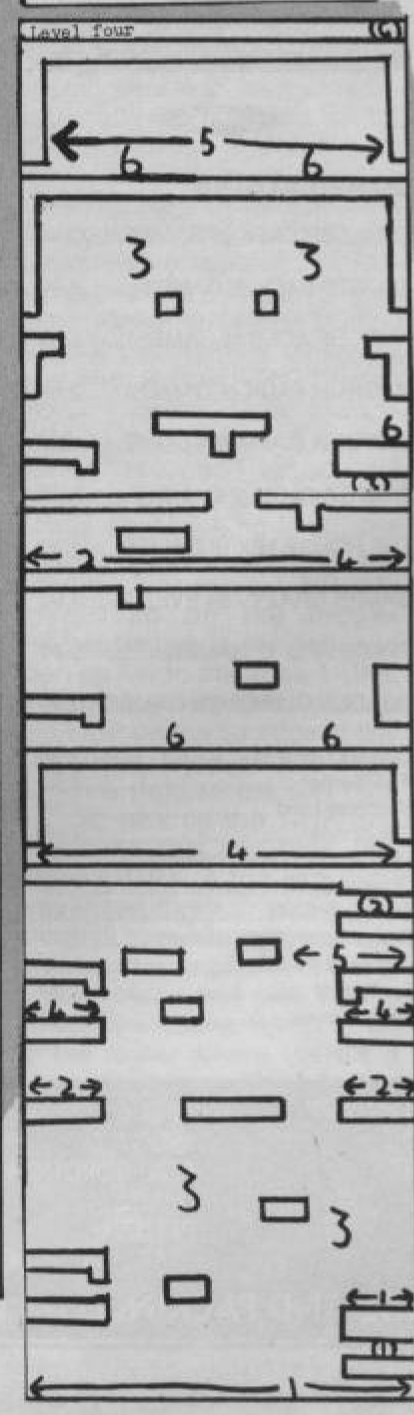


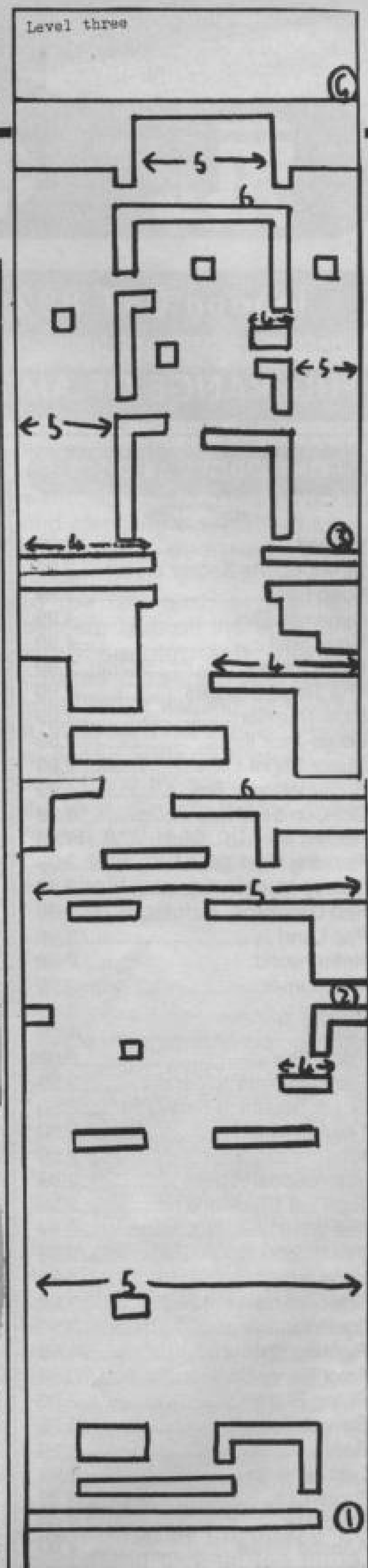
Now this is weird: cute tanks! The levels are gradually getting longer with the third and fourth levels of each Island proving a long haul with larger gaps starting to appear forcing you to use rainbows as platforms to climb the levels.

Incorporated into the Amiga game are some nifty cheats which can be accessed through the title screen. Printed here are a few of the codes but there must be loads more so get to work you lot! I need those cheats badly!

To input these cheats load up the game as usual and when the Rainbow Islands logo starts to colour-cycle, quickly type in anyone of the following codes (unfortunately only one code can be used per game). Now input up to the maximum 5 credits (the Hints should appear at this point if you selected the Hint cheat-code) and then start the game. Depending on the code-cheat you should start with an extra capability and even better you'll keep it! (Even after using a continue play). Now, what about a 64 equivalent?



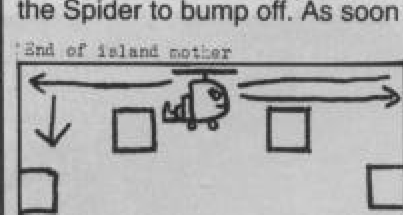




Codes	— Effect
LBSJRLJR	— Continue on all Islands
RJSBJSBR	— Double Rainbows
SSSLLRRS	— Fast Rainbows
BLRBJSBJ	— Shoes
BJBJBJRS	— Hint A — Diamonds
LJLSLBLS	— Hint B — Diamonds

COMBAT ISLAND BOSS — HELICOPTER

The helicopter is as easy as the Spider to bump off. As soon



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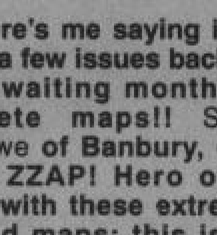
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as the level starts jump up onto the lower left platform and jump up firing a rainbow at heli-face as he draws near. Drop down and run across to the other side of the screen and jump up to the right lower platform to escape his clutches (you can get a few hits in on him as you run but it's best that you do a small leap before firing as a rainbow on the ground can pose problems until it crumbles away). When the helicopter reaches the edge of the screen it then moves down to the horizontal position where you were when it reached the edge, so it's wise to jump up as the helicopter nears the wall. (Keep running to the right platform to hide if you don't kill him in the first few seconds).

TURRICAN
(Rainbow Arts)

And here's me saying in the review a few issues back that I'd be waiting months for complete maps!! Simon Blencowe **of Banbury, Oxon is the ZZAP! Hero of the Month with these extremely detailed maps; this is one BIG game! Inevitably, these maps are going to be spread over a good few issues so we'll have the first few maps this issue along with tips and follow it up with listings, the cheat modes and more in future issues. Thanks also to** Robert Johnson, M Hewett, Alastair Heath **for his great maps of the first few levels,** Andrew J McNaughton **also and finally a great big thank you (I think) to** Steve **of West Kirby, Wirral for his wonderfully detailed, totally comprehensive, 'massive' map of the game (reproduced here in all its glory).**



Turrican: The Alternative Map!

'Mapped' out by Steve Kenyon (C) 1990

TURRICANNY TIPS

★ Hidden around each level are a number of invisible stone blocks which can be revealed by laser fire or by sweeping the lightning flash around the screen (the longer the beam, the better your chances of revealing one). They are well worth going for as they give out power ups and even a few extra lives if you're lucky. It's harder to spot blocks on the first levels as they're all open levels; as you descend into the more difficult complexes it becomes easier as the rooms are small and enclosed.

★ On the harder levels you can make gun emplacements disappear by walking away so they scroll off screen, walk far enough and then back and they should have gone!

★ The most effective weapon (other than the Number One Weapon — the Lightning Blast) is a grenade: providing it hits something it can do a LOT of damage and have a wide area effect as well (miss and you could be in trouble given that you get so few to start with). The mines are better used to get rid of barriers or aliens which can't get to you but up the power ups. Go right and past the up/down spikes, leap on the blocks and reveal the power block, jump up onto the lift. The lift will take you into a chamber high up where six 1-UPs await (you'll need to collect three on one side before collecting the three on the other side). Once collected, fall down pushing right to land on a block before you hit the spikes below. Move right, timing your movement past the up/down spikes. To get past the falling debris just do a large jump across, you can't stop the flow of debris but you can rack up the points by lightning-blasting it as it falls. Once past go down and to the far right to get the hidden power-ups. Jump up and go through into the open chamber and use the gyroscope to get past the four blocks (if you shoot them they start moving and draining your energy at fast speed so DON'T!). Once past, nip through the up/down spikes and run over to reveal the World 2 Pincer Alien. You can either stand on the right-hand side of the ledge near the entrance and use everything on the Pincer Alien or you can gyroscope past it and hit it from behind (the latter is recommended as the Pincer Alien takes a lot of hits and doesn't stop moving forward until it's crushed you). Use the combination of grenades and energy lines first and then finish it off with the lightning blast. Now go to World 3!

TURRICAN C64 CHEAT

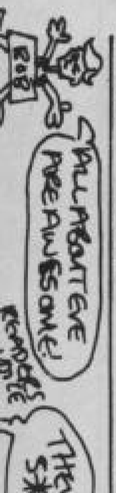
Mohammed Akhlaq **from Acocks Green, Birmingham,** Martin Nadin **and** Steve Kenyon **of West Kirby, Wirral (sorry Mohammad and Steve if I spelt your surnames wrong) are here to make things a lot easier with this nifty cheat for *Turrican* on the C64 (although it's recommended that you have three hands to get this one to work!!!).**

When you start the game or any level, press the Pause key (CONTROL or CRTL) and keep the pause held down. Now press the fire button and keep this held down as well. With both pause and fire held down you can use any spare hand (or a friend!) to control the joystick and send Turrican roaming around the level with no aliens to bother him. This gives you the chance to explore the levels and pick up the masses of 1-UP extra lives lying around. Unfortunately, you can't fire or use any weapons while in no-aliens mode (necessary to get past any shootable block barriers), you won't be able to pick up the lower ledge and leap onto the small ledges above the spikes, scale the cliff face using the platforms and leap off onto the left hand side platform. Run along this to the end (taking on the massive laser bolt-spitting robot if you want — otherwise use the Pause/Fire Button /Joystick cheat). There's two 1-UPs to pick up here but to collect the lower 1-UP you will have to fall down the start again after picking it up, the choice is yours. Pick up the second, higher up 1-UP and then leap on the ledges progressing up to the right and then up left to the three 1-UPs. Now go back down and pick up the 1-UP on the far edge of tiny platforms. Leap off the edge and run right to the cliff face ledges, pick up the 1-UP and then head right and down (the three 1-UPs in the top right corner are tricky to get as you need to turn into a gyroscope to pick them up). Reveal the hidden block and pick up the power-ups before falling down to the tower where there's a very small grey block to the right of the tower. Lightning blast it until it explodes: a platform then rises, jump on it and you're taken into the first level of world 2!! Yaaay!

Level 1-1
Walk left and climb the cliff to collect the hidden 1-UP and reveal the hidden power boost block nearby. There's nothing in the bottom-left cavern. Run to the right, past the crashing boulders and leap the waterfalls (follow the arrow to sneakily avoid the last waterfall). Leap up to the rocket and climb up the platforms on the inside and reveal the hidden block on top. Now run to the left and, at the last second, leap off the edge and keep pushing left (fingers crossed you should land on the small ledge leading up to four extra lives, if not then leap back over the waterfall, climb the rocket and try again). To finish the level, climb to the top of the rocket and leap off the right-hand side, pushing right all the way until you hit the ground. Now kill the robot and exit the level.

Level 1-2
Reveal the hidden stone block, then kill the fist and go up onto the metal towers. Use the lightning to reveal each stone block but DON'T blast them for the power-ups (you need the blocks as stepping stones leading to seven extra lives!). From the top you can either drop down to get the two extra lives (one in the cave, one carried by an alien just in front of the waterfall) or you can hop from ledge to ledge high above the waterfalls and jump off to land on one of the platforms on the cliff face (take care as you can easily you slip off a ledge and fall into a waterfall). From the top of the cliff go right and down through the maze of ledges and pick up the three extra lives in the left-side cavern if you want. Avoid the spikes at the bottom of the level and head to the right to the exit.

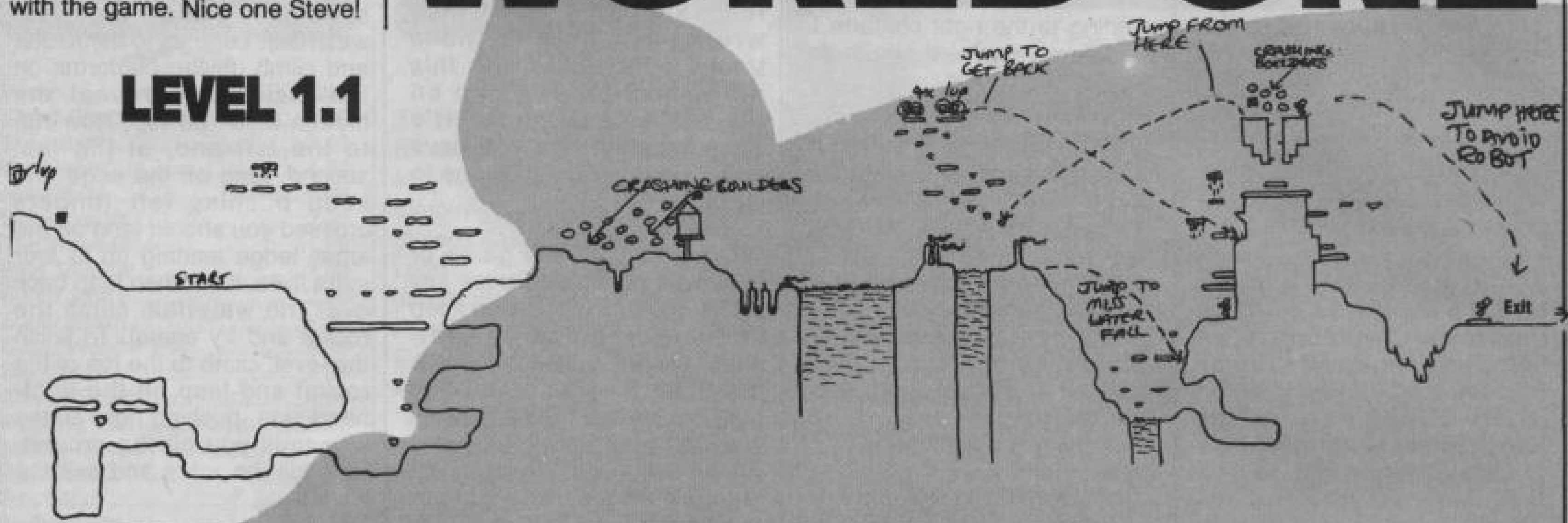
Level 1-3
A large level with a lot of ledges so practise your jumps here. Leap the waterfall and move right along the top ledge over the spikes far below (there's a 1-UP down there for any brave player). Run across trigger point 1-UPs, you can't use the gyroscope, time still runs out as normal and you won't be able to take on the end-level guardians until you switch off no-aliens mode. Most of the end-guardians bar further progress until killed so you'll need to tackle them to complete the game. To exit the mode just release the pause and press fire to continue as normal (watch out though, if ▶



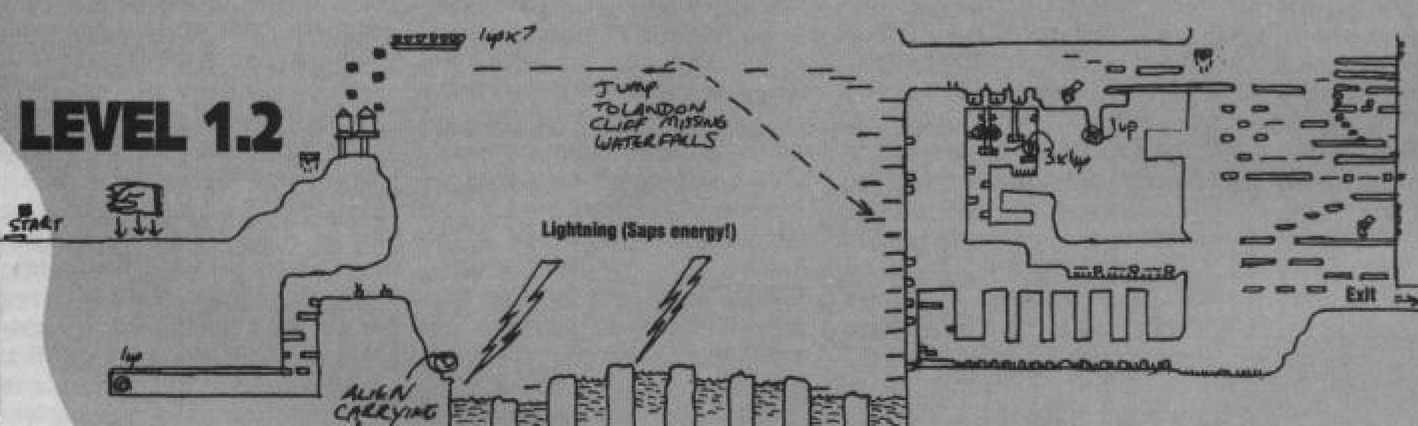
you re-enter normal mode then all aliens, spikes and guardians will reappear — if you're in their position on screen at the time then down goes your energy!). Once past a guardian or barrier just re-enter no-aliens mode in the normal way and continue with the game. Nice one Steve!

TURRICAN-WORLD ONE

LEVEL 1.1



LEVEL 1.2



■ Invisible grey block

1-UP — Extra Life

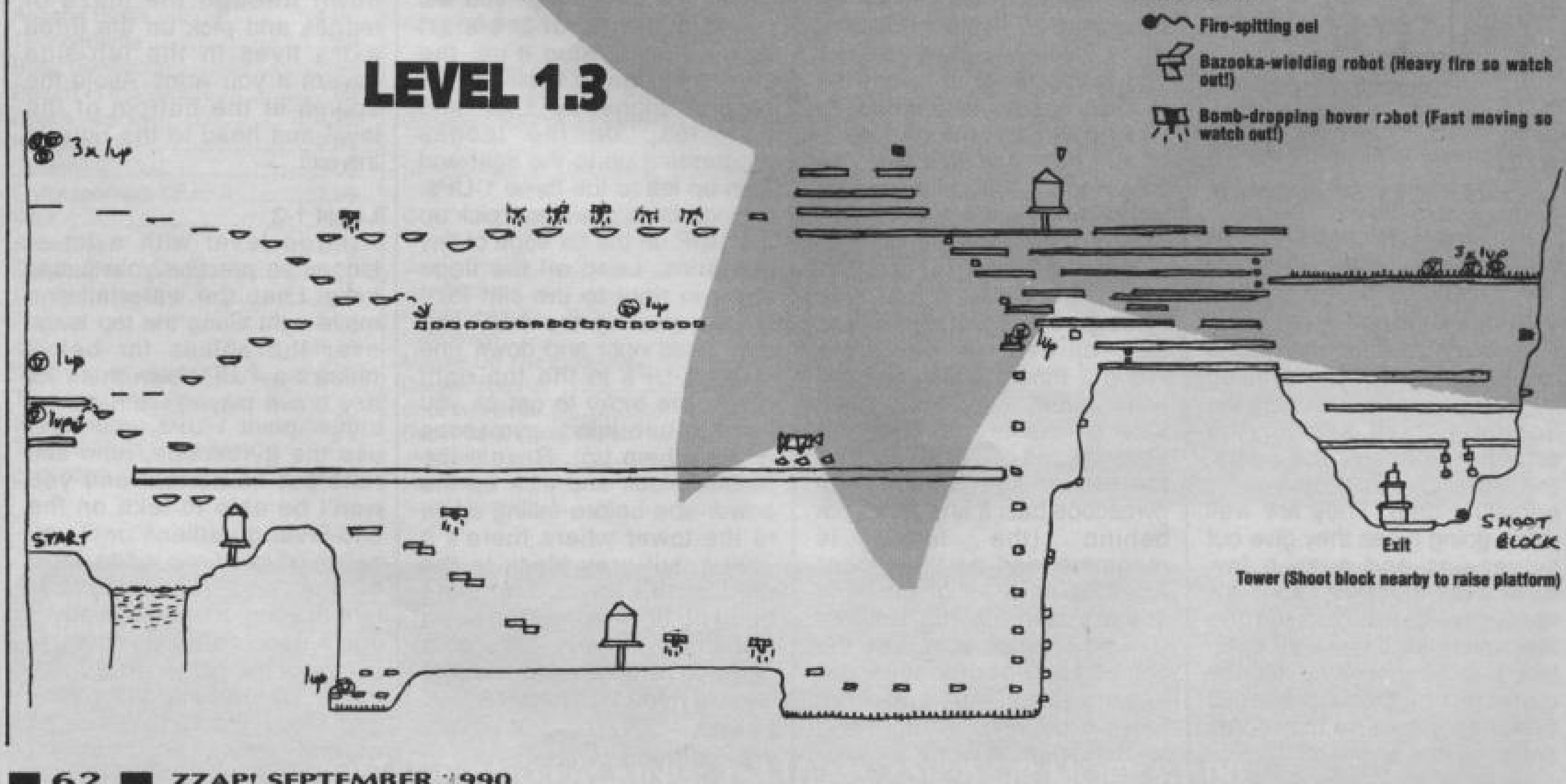
Spikes

Fire-spitting eel

Bazooka-wielding robot (Heavy fire so watch out!)

Bomb-dropping hover robot (Fast moving so watch out!)

LEVEL 1.3



Tower (Shoot block nearby to raise platform)

FLOOD (Bullfrog/Electronic Arts)

Thanx to Flood-y expert Richard Hadden of Halifax, here's the complete set of codes for Stu's favourite game at the moment.

LEVEL	PASSWORD
01	FROG
02	YEAR
03	QUIF
04	LONG
05	WORD
06	FRED
07	WINE
08	GRIP
09	TRAP
10	THUD
11	FRAK
12	VINE
13	JUMP
14	NILL
15	FOUR
16	GRIT
17	ZING
18	JING
19	LIDO
20	POOL
21	HATE
22	REED
23	LIME
24	QUID
25	WING
26	FLEE
27	GIGA
28	HEAD
29	LOOP
30	SING
31	JOUX
32	PINK
33	GOGO
34	LETS
35	QUAD
36	BRIL
37	EGGS
38	HENS
39	NAIL
40	SOAP
41	FOAM
42	MEEK

Wierd Dreams Addition

In Issue 62 Edward Nevens revealed the solution to Rainbird's (not Activision's as I put) much delayed *Weird Dreams*, unfortunately, it seems Ed missed out on just one thing, namely how to complete the final screen after the House. To the rescue comes James Jack of Grypskerk (wherever that is). Take it away JJ.

After the chicken monster in level 8 there's a clock. Walk to it and press UP. The clock will open and you'll get a green sphere (like in levels 2 and 6). Now go through the right exit and you'll enter.

Level 9 — The Brain
This one's easiest of all. All you have to do is hit all three balls and the brain will eat them. Et voilà mon ami, you've completed the game!!!!

IMPOSSAMOLE
(Gremlin Graphics)

A moley tip from Robert Speight of Neath, West Glamorgan for the C64 version of Gremlin's fourth mole game.

Get a high score and enter your name as JUGGLERS. Then play the game again and when you get a high score enter your name as one of the following:
HEINZ - For three weapon power bars
ANNFRANK - For a low energy top-up
LUMBJAK - For double length energy bar

KLAX
(Domark)

A quick Amiga cheat here courtesy of Dutchman Wim van Hoek.

Start *Klax* as normal and select the first wave. Press CAPS LOCK at any time during the game and depress SPACE. While holding Space down press 3 (to skip a level) or 4 (to start on level 100, the last level)!

COLORADO
(Palace/Silmaril)

The tale of Wild West gold-grabbing on the Amiga continues with Mr Raccoon Hat paddling down the river to arrive at the second part of the *Colorado* tips.

THE BIG BEAR FOREST
Take a right turn twice to fight the bear.
Method 1: 1 dynamite + 1 bullet.
Method 2: 1 complete powder charger.
Method 3 (Better): It is better to fight him using the knife (it is quicker), advancing and retreating when the bear lifts his paw, you can also try the crouching position.
Go right for 2 passages, take the passage at the back to Save. Come back and take the second passage (in front of the tree on the right). Cross the field of rabbits.

To combat a wolf: the best thing is to touch it immediately with a low blow using the axe, otherwise you will have to go back a place in order to let the wolf pass in front of you so you can give it a low blow with the axe. You can simply avoid it by not moving in a straight line. Continue right, pick up the nugget if the icon is free (you can pick up an icon by drinking the potion).

THE GANG DOWN THE MINE
Throw the dynamite into the pile of rocks. Reload the gun then shoot the miner. Select the knife or axe and strike at the miner who will run away — continue moving to the right. In the blind alley; kill the miner. Huck will get up. Follow Huck through the mine where a passage will open up. Note: If there is a free icon, you can pick up a nugget in the room to the right of the secret passage room.

Take the secret passage — the 1st fork: take the one at the back — be careful of the jump — the 2nd fork: take the door at the bottom — reload the gun, shoot and finish the miner off — the 2nd fork: door at the back — reload the gun — on entering the room, take a few steps and shelter in the recess — make the Old Timer shoot then use the gun in the low position — take then read the parchment (you can put it down again afterwards). Right — Throw the dynamite into the pile of rocks — go to the foot of the peak where you can Save.
Return to the first fork: take the lower door — kill the miner with the gun, knife or axe — Next room: advance gradually, when you hear the waggon, take a diagonal step backwards into the recess — Pick up the nugget if the icon is available — Right — Kill the miner — Right — Head of the miners: if you still have some dynamite use it to kill the boss miner (releasing one icon) otherwise use the gun and knife or axe — Pick up the large nugget — Return to the forest — Return to the canoe.

And that's your lot for this very issue. Can you face the Cheyennes single handed, can you handle the terror in the woods and what's in Powhatan's Cave? Find out real soon.

PLAYER MANAGER

(Anco)

I'm not that much of a football freak but Dino Dini's masterpiece has kept the entire ZZAP! team busy for the last few weeks. I haven't had much success with my Swansea City team, but Footy Phil's already managed to win the first division and the cup, although not yet in the same year. Still, he reckons he knows a bit about the game and volunteered to do some tips. I must also thank Anco's Anil Gupta who helped with technical details.

All good teams are based around a good, solid defence. Try and buy at least four good defenders rather than one mega-brilliant player — one man alone does not a defence make! However, if you do have a superstar defender, he'll probably be most effective in a central defensive position.

If you have a fairly slow defender with good tackling skills (usually a veteran), the best position for him is sweeper — where he doesn't have to run so far.

Make a list of all your players and their details on a piece of paper (a high-tech tip, this one) — it makes it so much easier to compare their abilities.

Agility is by far the most important physical attribute. It moderates all other abilities and determines the whole way a player reads the game.

Pace is also an important attribute — it's no good a player having the skills of Maradona if he can never get to the ball!

If you have very fast players then adjust your tactics so they run further, making more use of their pace. Fast defenders are probably best suited to wide fullback positions while speedy midfielders can do wonders on the wings.

Morale can have a massive detrimental effect on a player's performance. If a player is unhappy it may either be because he's not getting a place in the team — in which case let him play a match or two — or because of personal problems, ie acting the prima donna. A good way to deal with the latter is to put him on the transfer list, then cancel the transfer a couple of weeks later: the chances are he'll have sorted out his problems in the meantime!

Players with low stamina aren't useless — they can still make good substitutes, as can utility players (those with good all-round skills) who can play in various positions.

Always have at least one hard tackling, aggressive midfielder to help win possession from the opposition.

At the beginning of a new season, carefully study each player's ratings and compare them to the previous year's (which you wrote down!) to spot trends. Players reach their peak at 28, while at 31 their physical attributes tend to decrease dramatically — especially stamina — although often their skill levels will increase slightly. Older players may still be useful in a different position, eg a forward moving to midfield.

If you're playing a standard 5-3-2 formation, put your weakest defender at number 4 — then if you switch to just four defenders, number 4 will move into midfield where he can be substituted by a midfielder. Of course, this can work in reverse: in standard four-defender formations put your weakest midfielder at number 4.

In league fixtures before an important cup match it may be best to keep some of your star players on the bench — I'll never forget how Cardiff ruined my chances in the following cup semi-final by nobbling my best players! Apart from pleasing the board a good cup run can really rake in the cash (£600K for winning the final alone).

At start of game the player manager has a huge influence over the overall skill levels of the team, but when you get promoted, this starts to wane. The answer is to buy loads of young players when in division three. As their skills can improve dramatically, some of them will develop into star players. When searching for good young players look for high physical ability ratings: their ball skills will improve with age.
Life in division one is tough, but it's even tougher when you're in the top half as the computer introduces nine new tactics to confuse you. In addition, players are likely to have massive misfortunes such as getting arrested or breaking a leg. Watch out!

FIGHTER BOMBER

(Activision)

A good few issues ago I printed some tips on flying the *Fighter Bomber* fighter bombers, now I've finally got round to finishing them off with a correction to the BUCKAROO cheat on the Amiga version, a list of previously unrevealed keys for the C64 version, a real handy C64 cheat and how to refuel in quite a few easy steps!!

If you STILL haven't got a debugged version of the game off Activision then I suggest you do it NOW as you can't complete the game without one!

C64 FIGHTER BOMBER QUICK AND EASY CHEAT

David J Hughes **of Stoke on Trent has spotted a nifty cheat to reduce the game's lastability to a few minutes (it needs it!).**

Use the KYLIE cheat to select any mission. Choose the OFFENSIVE Missions and select BROKEN ARROW. Once the game has loaded and you're in your plane sitting on the runway, QUIT (CRTL and Q) and return to the briefing menu and then EXIT. Now select REFLY MISSION and the Cup Screen should load in. Dead Easy!!!!

Another way to complete the C64 game was found by James Mayes. **If you want to complete a mission without being attacked do the following. Take off and fly straight and once in steady flight press each of the keys in turn EXCEPT the ones stated on the reference card and the ones revealed with these tips. Once this is done you'll notice that the aircraft handles better and that the camera angle shots are faster. Now EJECT (CRTL and E) and go to the mission report screen. It should then say 'Mission Complete' even though you didn't destroy anything. Now choose either REFLY MISSION or NEW MISSION, allow the tape to continue and you'll see the end screen! Hurrah!!**

Here are some extra keys in C64 *Fighter Bomber* found out by Ben Willis **from down at the tip of Britain, namely Saltash in Cornwall. Yep, the *Bomber* manual sure is rubbish if it forgets to mention these rather important keys!**

RUN-STOP — Pause/Unpause
?/ — Rear View
(: — Left View
); — Right View
CRTL and E — Eject
R — **Radar Scale**
CRTL and Q — **Quit**

Thanks go to Russ Johnson **who works for** Gordon Harwood **computers in Derbyshire for bringing to my attention the fact that Vektor Grafix have quietly changed the Amiga cheat.**
The BUCKAROO cheat revealed last month *does* work with the bugged version but not the debugged version. Now instead of typing BUCKAROO (when you're asked to enter your pilot's name at the start) just type in 448944895554 and you are rewarded with the words Cheat Mode On. Like the previous cheat you can now access any of the missions from the start. I forgot to mention it last time but during the flight if you press D it advances you to the next waypoint along. Very handy indeed.

FILL 'ER UP WITH UNLEADED MATE!

Use the Refuelling start-point option to get the hang of what can be a very frustrating procedure particularly when the manual doesn't bother to describe it.
For the vast majority of the missions the flying fuel pump is at the set height of 30,000 feet maintaining a 'racetrack' circuit of 5 miles of so. Approach to 12 miles away and bring power down to 70% or so. Line up the Tanker in the centre of the HUD and bring the plane in to the 3 or 4 mile mark. You'll almost certainly be out of alignment with the tanker and it'll fly past to one side. As it starts to slip past, turn with it to keep it central and then approach at the 250 kt mark. Centre the HUD just a tad to the right of the tanker's fuselage and keep to 30,000 feet. Slow down to 200 kts or so for the final contact (the probe's 'collision detection' is pretty generous, just worry about your height).
Now get your flight suit and 'bone-dome' on, we're going bombing!!

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THE SOUND OF MUSIC

The following are samples which can be used with the brilliant Jon Barry music sampler from the May '89 issue and all were found by music maniac Stuart Jehan. May '89 is quite some time ago so just for you I'll repeat the Jon Barry listing and at the same time ask you lot to hack away at any games with samples and send them in, the more the merrier! Let's make it a Mega-Sound of Music special!
*** MAC: Back to normal ***

JON BARRY SAMPLE PLAYER

Instructions

This sample player allows you to play samples from most games in any order and at any sample speed.
1. First load up the game you want (Ie *Grand Prix Circuit*) and reset the game with a reset switch once it's loaded up at the indicated point.
2. Type in the SAMPLE REPLAY program (Listing 1), Save it to tape or disk and RUN it.
3. Once this is done, type in the BEATBOX program (Listing 2) and Save it to tape.
4. Now line 100 is the DATA line where you put the data for the samples that you want to play and this is the structure:
L,H (from the following sample tables), speed of sample (1 is fastest, 255 is slowest, 20 normal).
If you want the sequence to carry on *ad infinitum*, then put the -1,0,0 at the end of the data on line 100.
Eg If you want to replay the 'Hit the gas' sample from the *Turbo Out Run* (Part Two) sample list at its *slowest* speed and you want it to *repeat forever* then make line 100 the following:
100 DATA 020,032,255,-1,0,0
5. Now RUN the BEATBOX program and bop to all those samples!

SAMPLE REPLAY (Listing 1)

```
1 REM ZZAP! SAMPLE REPLAY LISTING
2 REM BY JON BARRY (C) 1990
3 :
5 FOR T=4096 TO 4145: READ A: POKE T,A: NEXT
6 POKE 56,16: NEW
10 DATA 120,169,53,133,1,160,0,177,251
20 DATA 41,15,141,24,212,166,254,202
30 DATA 208,253,177,251,74,74,74,74
40 DATA 141,24,212,166,254,202,208,253
50 DATA 200,208,227,230,252,165,252
60 DATA 197,253,208,219,169,55
70 DATA 133,1,88,96
```

BEATBOX (Listing 2)

```
1 REM ZZAP! BEATBOX LISTING
2 REM BY JON BARRY (C) 1990
3 :
10 RESTORE
20 READ L,H,D: IF L((less than))0 THEN 10
30 POKE 251,0: POKE 252,L
40 POKE 253,H: POKE 254,D
50 SYS 4096
60 GET A$: IF A$="" THEN 20
100 DATA .........................
```

Well, now that you've got the listings here's the data for *IK+*, *Grand Prix Circuit* and the best of the best *Turbo Out Run*.

IK+ (System 3)

Reset the game (with a reset switch) when loaded and run both Jon Barry Sampler programs. Enter the number on Data lines 100 + and check out the sounds.

SAMPLE	L	H
Large 'OOF!'	190	200
Small 'OOF!'	201	205

Speed = 20 — NORM

GRAND PRIX CIRCUIT (Accolade/Electronic Arts)

Reset on the title screen and run both Jon Barry Sampler programs. Here are more numbers for the Data lines.

SAMPLE	L	H
DRUM	140	146
GUITAR	147	152

Speed = 40 — NORM

OK, time for about the best samples in the universe you can extract!

TURBO OUT RUN (US Gold) (PART 1)

(These work on disk, I don't know about the cassette version!) Reset on the title screen (the one with picture and 'HIT FIRE' underneath) and run both programs by Jon Barry to enter the following numbers in the Data lines.

SAMPLE	L	H
'Hit me!'	051	056
'Yeah!'	056	061
GUITAR	061	078
SCRATCH	085	090
'One!'	088	092
'Two!'	092	096
'Three'	096	100
'Hit it!'	100	104
'Out Run'	104	111

Speed = 20—NORM

TURBO OUT RUN (PART 2)

Reset (using a reset switch again) on the title screen two (the one with the bouncy writing) and follow the instructions for title screen one above.

SAMPLE	L	H
'Hit the gas!'	020	032
'Hit it' (1)	032	036
DRUM 1	036	049
DRUM 2	050	061
'Hit it' (2)	061	065
SCRATCH 'ONE'	065	069
'TWO!'	069	073
'THREE'	074	077
'COME ON'	077	083
'YEAH'	084	088

Speed = 20 — NORM

It's fingers-crossed-time again as I hope for maps and tips on *Damocles: Mercenary II*, *Rotox*, *Blood Money* and everything else for next issue, budget maps and stuff like that would be rather handy. I've got a neat little music co-ordinator lined up for next issue and *Ninja Spirit* could well be Def Guided. For this month's Pig In A Poke tips, Simon Blencowe wins a special £50 prize for his superlative *Turrican* maps — given the sheer size of the game Simon must have been at it for ages (less of the innuendo Phil!). Just HOW long did you spend on those Simon? For those of you sending in maps try to use black ink/biro or dark pencil for the maps: it saves us having to trace over them again at 4:00 am (it has happened!). The address for tips, maps, pokes and the whole caboodle is (surprise, surprise) *Pig in a Poke, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire, SY8 1JW.*

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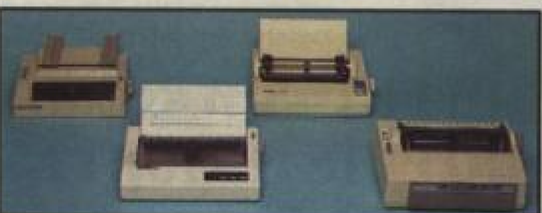
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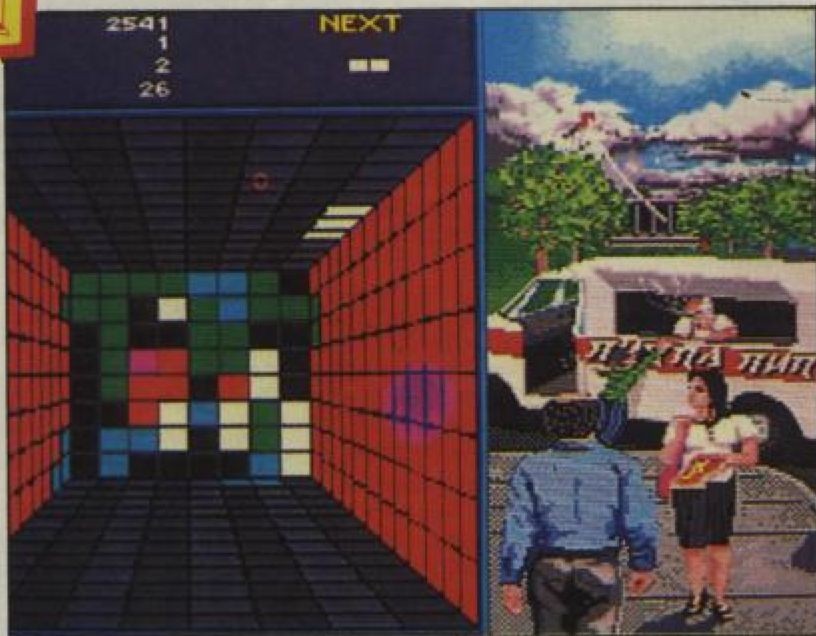
The Russian game that sent the West mad is back with a vengeance. For the uninitiated, *Tetris* involved manipulating falling coloured shapes so that when they landed they might form a line with other shapes. The concept of the sequel is similar, but it has been expanded.

This time the play area consists of a square 'well' — with you looking down into it. As before, oddly shaped pieces fall down one at a time. These can be moved around the four walls of the well and rotated. Your aim is again to form straight lines from one side of the well to another. Once a line is formed it disappears with a satisfying thunk, pieces resting on the line move together, and you get lots of points.

If you're slow forming lines, then the well will fill up with pieces. And if a piece doesn't fall completely into the well — ie part of it sticks out up the wall — then the wall flashes red and no pieces can be moved across it until another three pieces have fallen. If all four walls turn red then it's game over!

To begin with the pieces fall very slowly, but after 15 pieces an awkwardly shaped bonus piece falls and then the speed is increased by one. Also, the purely decorative picture on the right of the screen changes with a short burst of Russian music.

There are five speeds which can be set at the start, and three levels with bigger more awkward pieces.



▲ Agh! Two walls are locked up, and this white piece is about to lock up another!



I'm not sure *Welltris* will have quite the same impact as its predecessor but it's just as addictive. The 'three-dimensional' aspect makes it even more puzzling, giving you many more options for the positioning of each shape. Despite this, with its simple rules the game is easy enough to get into straight away, and the lowest speed setting is a nice, leisurely pace. As with the original, presentation is the game's weak point with purely functional game graphics, mediocre pictures and irregular out-of-tune tunes. It hardly pushes the Amiga, but the game will surely push even the brainiest mind to the limit — yes, even mine!



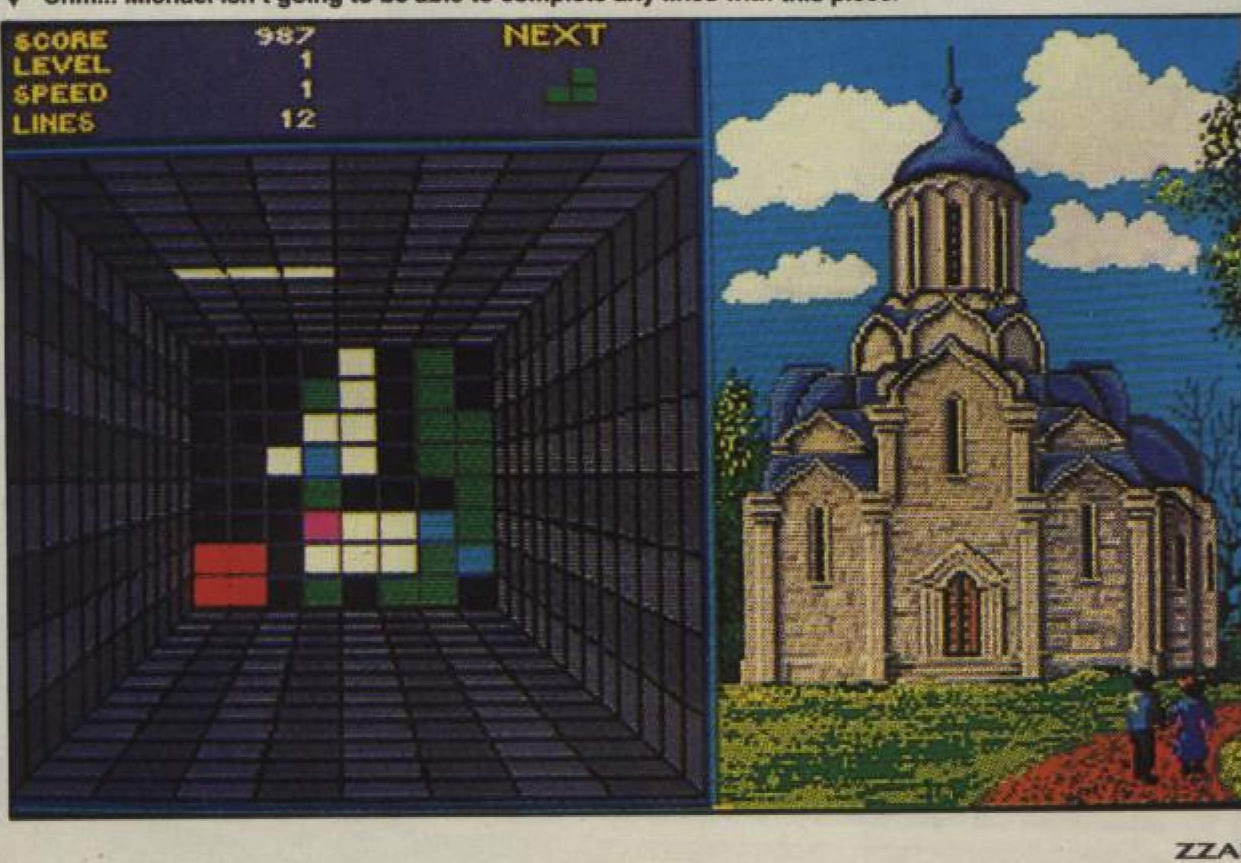
I never bought *Tetris* and so was never hooked. As for *Welltris* it definitely lacks instant graphic impact. The decorative pictures on the right are nice, but not much more than that and the thankfully brief Russian tunes require a bottle of vodka to be enjoyed. Even the gameplay seems a little dull and slow as you begin. But after just a while it really starts to grip. On the easiest level I was playing until my hand got cramp! It really is very satisfying putting all the pieces together, a continually demanding and rewarding experience that is extremely addictive. It's a pity the pictures weren't more interesting, but who needs them? This is a first-class game which compares very well with both *Pipemania* and *Klax*. Although it lacks their variety of gameplay, it's less frustrating. Highly recommended.

64

A C64 conversion is highly likely, but programming has yet to start.

update

▼ Uhm... Michael isn't going to be able to complete any lines with this piece.



PRESENTATION 80%
Choose from three levels and five speeds. Two control methods. High scores saved.

GRAPHICS 65%
Simple, but very effective game graphics accompanied with some decorative pics of the USSR.

SOUND 55%
Satisfying 'kerthunk' when you complete a line and Russian tunelets when you complete a level.

HOOKABILITY 85%
One or two goes are all you need to get hooked...

LASTABILITY 81%
...and while the dull pics aren't much of a reward for progress, high playability means you'll come back to this for years.

OVERALL 83%
Tetris gains another dimension to become even more addictive.

PARADROID '90

Hewson, Amiga £24.95

The frontier world of Basymth has come under attack from the Trimorg empire and an urgent call for help has gone out. Time is short, and five freighters are launched with human skeleton crews aided by maintanence droids. The cargo is a wide range of awesome battle droids. All goes well until the fleet reports it is being scanned from an uncharted asteroid field. Minutes later a frantic captain sends a fearsome message — the ship's crew has come under attack from their own battle droids, they can't hold out for long...

Three days later a rescue ship arrives. Beaming troops aboard the freighters is out of the question, the only hope is a prototype Influence Device. This remote-controlled device floats a metre above the ground, and although it carries a plasma gun, its principal defence is the ability to take over other droids' brains. Your plan is to use this machine to destroy all the fleet's droids...

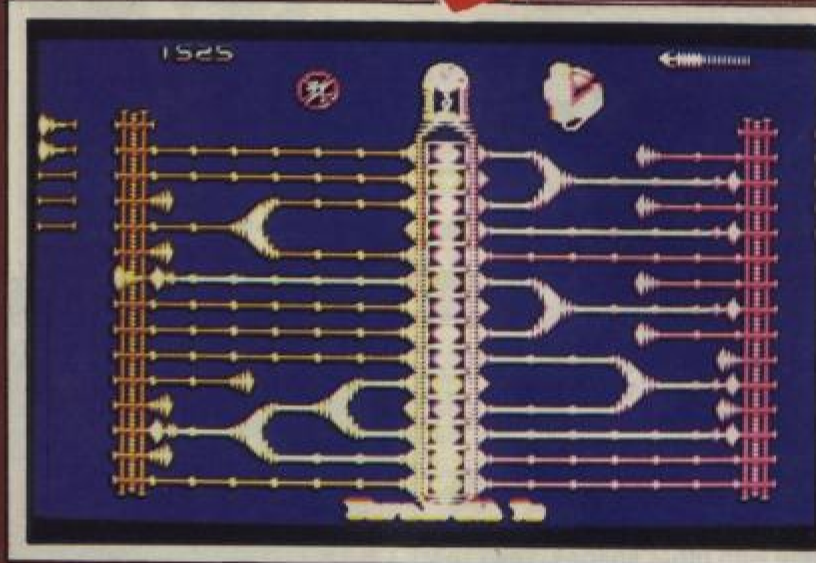
The game has an overhead perspective, with the ship decks scrolling vertically. When the ID is in motion, pressing fire sends out a plasma bolt. If stationary, fire activates the influence spark — hold down fire and you can move around with it.

When the spark contacts another droid you go into the Transfer Game. This has a single screen with a Central Control Bar split into 14 segments, with wires from left and right. You can pick which side to play from. The aim is to turn as many of the central segments to your colour by firing a limited number (depending on your current droid) of Pulsars down the wires. If two opposing Pulsars have been fired at the same segment, the one fired last wins. The exception is if a wire has an Auto-Pulsar — once hit it sustains the charge so this always wins the segment. There are also Splitter wires (divide to hit two segments), Terminators (dead-ends), Colour-Switchers (turn segment the wrong colour), and Joiners (two wires going to a single segment and requiring two Pulsars to work). At the end of the time limit if there's an equal number of Segments per side the game is repeated. If you have most Segments you take control of the droid. If you have least, your current droid (or if none, your ID unit) is blown up!

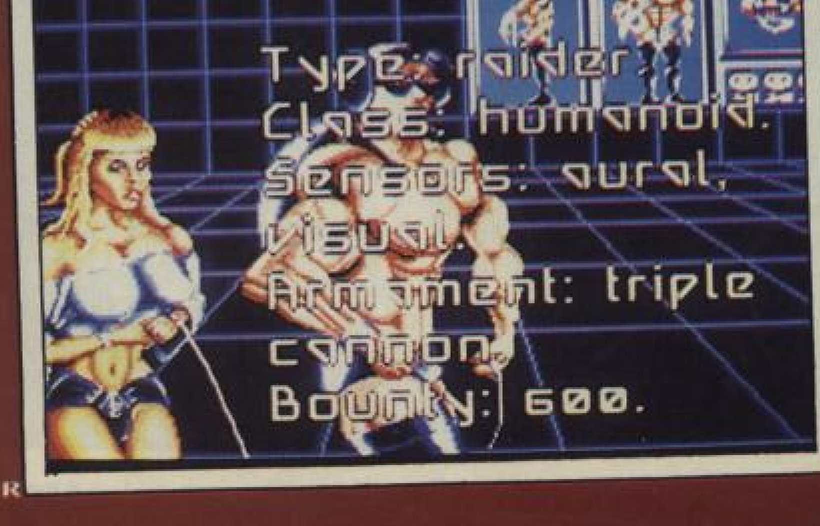
Each deck is divided up into fully furnished rooms. Although you can see the objects in another room, droids are invisible until the door opens. One of the most important items of furniture are the Energisers, which recharge power. Unfortunately controlled droids slowly burn out their maximum power potential, until eventually they self-destruct!

There are also lifts, to take you to other decks, and computers. Log onto a computer and it'll show you a deck plan, ship plan and how many droids remain active. If you control a droid it will also show you pictures and info concerning your droid, and all the other droids below it in power. There are 14 droids, ranging from the sluggish vacuum cleaner to military robots such as dalek lookalikes and tanks!

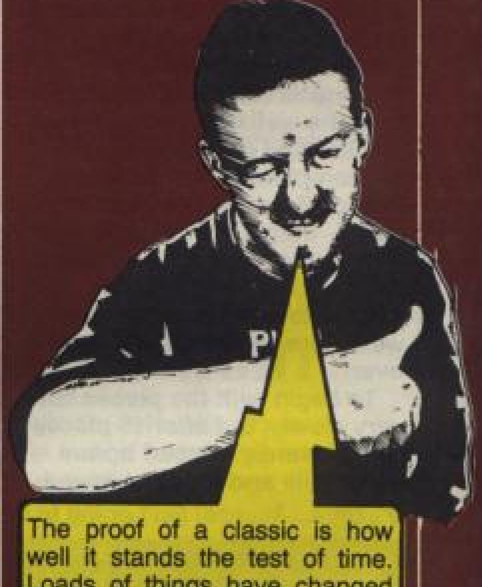
There are also Raiders, aliens which are sent in if you don't take control of the freighter in time. If you succeed you move to the next freighter.



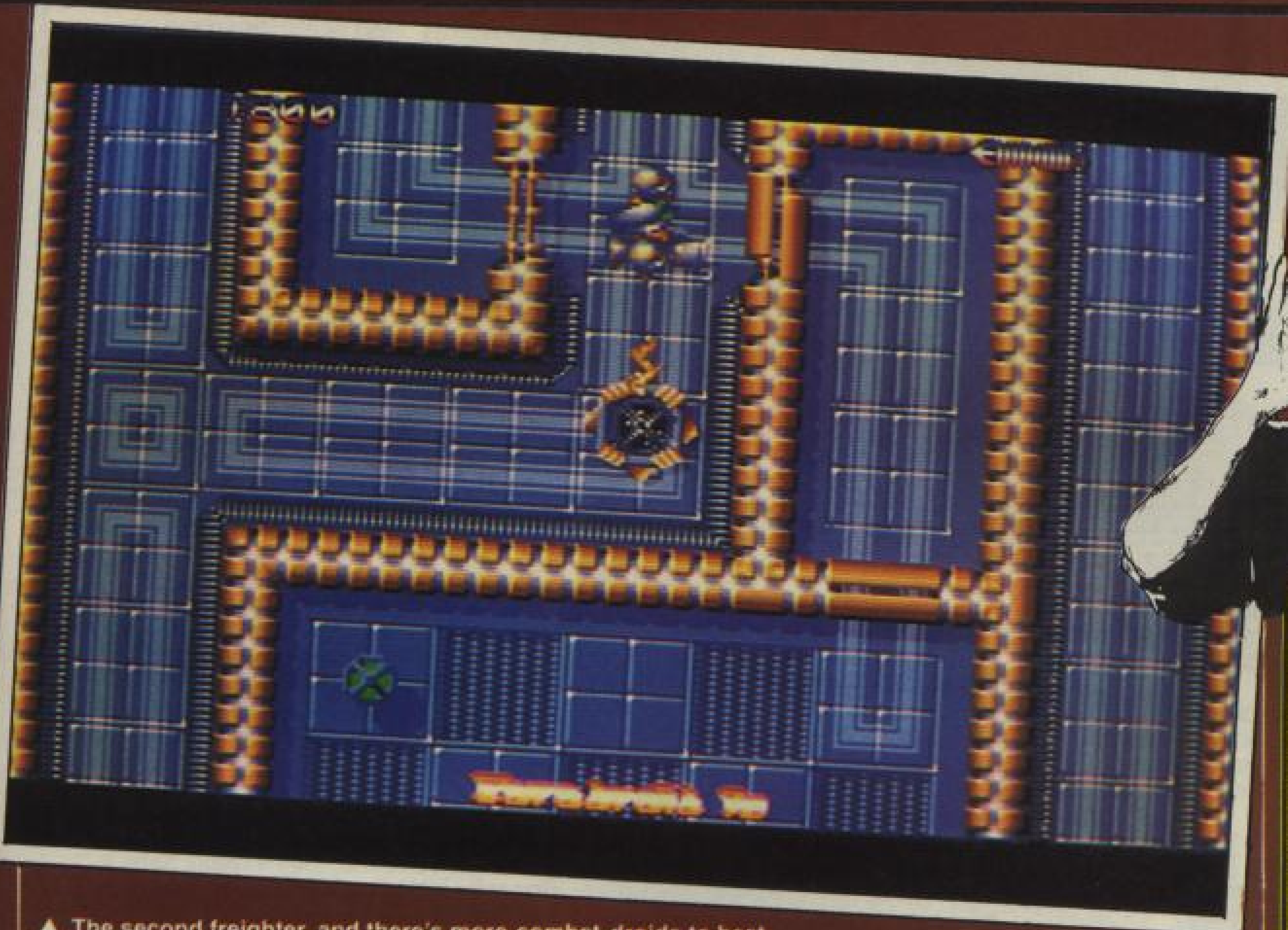
▲ The Transfer Game, tough to explain but great fun to play.



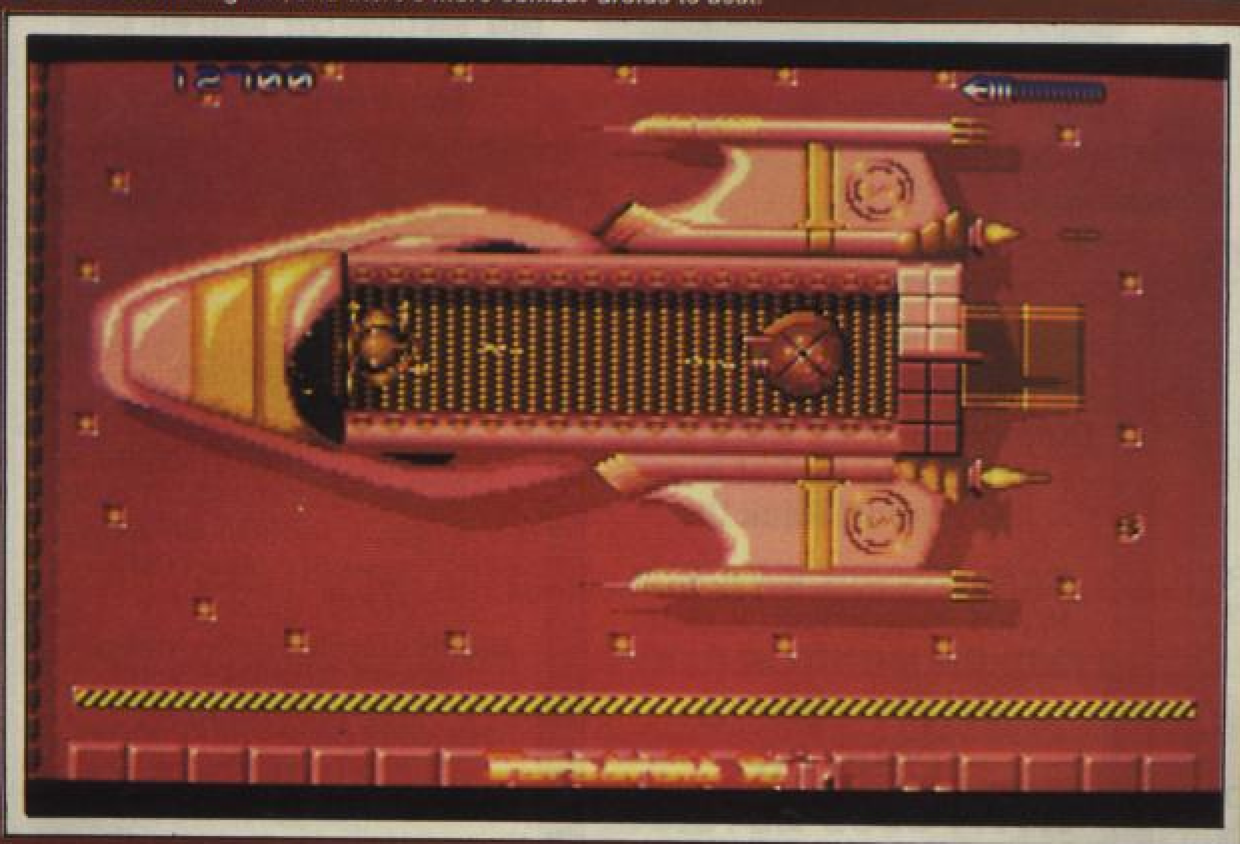
▼ Consulting a computer brings up superb pictures of all the droids in the game, plus these deadly alien Raiders.



The proof of a classic is how well it stands the test of time. Loads of things have changed since the release of C64 Paradroid: then, beer were tuppence a pint... But thankfully some things never change: in its new form Paradroid '90 is just as addictive as ever. The purely vertical scrolling was a bit of a surprise after the multi-directional original, but it doesn't affect play. I love the way the varied and intelligent robots hide behind doors and tables, ready to ambush you — the fact that you can't see robots beyond your ID's view creates a tense atmosphere, aided by subtly shaded backgrounds and a massive variety of superb sound FX. The heart of the game, though, is the transfer system which is surely one of the greatest (and simplest) sub-games ever. Beautifully presented with perfect playability, *Paradroid '90* is an ageless classic not to be missed.



▲ The second freighter, and there's more combat droids to beat.

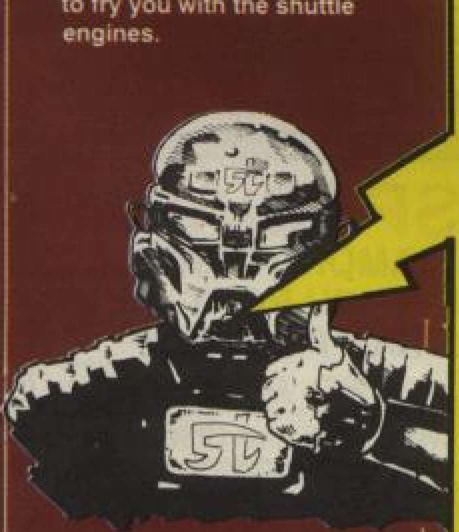


▲ A psychopathic droid tries to fry you with the shuttle engines.



Paradroid '90 is a brilliant conversion, superbly capturing the essence of the original and playing extremely well. Once you get into the game you don't really mind the lack of horizontal scroll. In effect you've got two games in one with the transfer mode on/off toggle: the game is better with the transfer option as it allows for more tactical play. Five ships may not seem a lot but it's difficult enough coping with one deck, let alone one ship!

One gripe, why not a different style of graphics with each new level? It's immensely satisfying to conquer a ship but I'd have liked a bit more of a reward than just a different colour scheme. What I do love about Paradroid '90 is the humour pervading the game: the ability to fry robots using the shuttle engines is neat, and the computers coming on with a 'whistle' brings forth a smile. What cracked me up was when a drinks carrying servant robot entered the room where I (in the form of the ultimate 999 robot) was, realised what it faced and just as rapidly shut the door and legged it, brilliant!!! More seriously, the varied ways the robots act is a superb demonstration of artificial intelligence; taking out one smart robot was like a replay of *Alien!*



C64 *Paradroid* was a Gold Medal-winning classic. Though graphically simplistic it worked so well that it takes a while to get used to the highly detailed 16-bit graphics. The multi-directional scrolling is now only vertical, and the droids aren't as fast so you can't go zooming around bouncing off the walls. By way of compensation the enemy droids are much more intelligent, reacting to their own detection systems and even using the energisers. Combat is also very much better. You can dodge behind tables — which powerful droids can destroy — and see individual bullets fly through the air.

The Amiga version also improves lastability with the ships being distinctly different in layout and toughness, if not particularly varied graphically. There's also the classic Paradroid frustration of making a bad transfer and being destroyed after almost finishing a deck. But the ambition and work that has gone into this conversion are almost without parallel. Can anyone think of a game so thoroughly rewritten in being converted? The whole game has been taken apart and redone, and while the game concept can't push the Amiga to its limits as it did on the C64, this is an example to all those people who do nothing more than gloss-up the graphics and sonics.

PRESENTATION 88%
Transfer Game optional, option to restart level, excellent droid pictures but no scene-setting intro text.

GRAPHICS 87%
Only vertical scrolling, but incredibly detailed decks with some superb enemy droids.

SOUND 84%
Good intro soundtrack, excellent in-game FX.

HOOKABILITY 92%
Instantly addictive, especially with Transfer Game optional.

LASTABILITY 90%
Five ships provide a massive challenge, if not an immense amount of graphic variety.

OVERALL 90%
A state-of-the-art conversion of a legendary C64 game.

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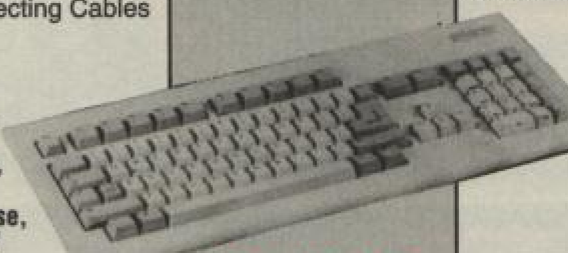
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TREASURE TRAP

Electronic Zoo, Amiga £24.99

The sunken treasure ship Esmeralda has been found, and its scattered cargo of gold could make you very rich indeed. So it's on with the rubberware and brass helmet for some deep sea diving. The ship has over 100 rooms, all presented in isometric 3-D. Needless to say, the Esmeralda is packed with marine life, from friendly Stingrays (which allow you to ride on top of them) to lethal octopuses, starfish and even homing mines! In an emergency you can release a smart fish, a nasty piranha which chomps up the baddies!

You begin with six lives and a full tank of oxygen — which can topped up by picking up air cylinders. Differently shaped keys can be collected to open locked doors. Whenever you collect a multiple of 50 bars of gold there's an opportunity to save the game.



▼ While our rotund hero overinflates himself with oxygen, a 'smart' fish devours the baddies.



The bizarre intro, complete with a paddleship and magnificent soundtrack, really sets the scene. Speaking as a fan of the superlative *Knight Lore* and *Alien 8* I have to say the puzzles aren't spectacularly new, but the familiar gameplay has been given a great new undersea twist. Racing to get the fastest 50 bars etc is a good scoring system, the different scoring systems maintain interest. With amusing graphics and FX, this is well worth buying.



I love the intro, the concept of underwater exploration and the idea of paying homage to a classic genre. I'm not too sure about setting the game within the confines of a ship and staying there: why couldn't our diving friend explore outside the ship and provide a bit more graphic variety? It's a fine game as it is but prolonged play reveals little new in the way of graphic style. The game's certainly fun, though, and there's a lot of enjoyment in getting through individual screens.

64

No plans for a C64 version.

update

PRESENTATION 88%
Great intro, demo, map, save/load option, less delay between rooms on 1Mb machines. Good manual.

GRAPHICS 71%
Imaginative and entertaining, including a podgy main sprite and vicious smart fish!

SOUND 90%
Magnificent, varied intro which goes on for ages. In-game FX are okay.

HOOKABILITY 74%
Control system and 3-D takes a little getting used to, but soon becomes addictive...

LASTABILITY 77%
..while various high scores (times and bars) keep you playing this tough challenge.

OVERALL 76%
A superbly presented and very playable arcade adventure.

TIME SOLDIER

Electrocoin Software, Amiga £24.95

This SNK coin-op takes place in the aftermath of a cock-up, with the majority of a seven-man commando team captured soon after beginning their quest to stop Gylend, the mighty space dictator. In the coin-op Yohan and Ben survive to provide simultaneous two-player action, but the Amiga and C64 conversions have only one survivor whose companions have been scattered through five Ages.

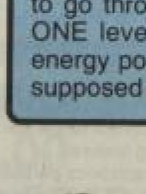
As you massacre Gylend's minions objects are dropped which can improve your weapon with Tri-Shoot, Missiles and Lasers. A Big Boss at each level's end guards one of your colleagues. Should the going get tough, you can use a warp gate to hop to another Age.

▼ Our *Time Soldier* blasts the enemy hordes before the eyes of some busty marble maidens.





Whatever went wrong with this conversion? The C64 game lacked the simultaneous two-player mode but made up for it with some impressive blitter-style guardians amongst other things. Unbelievably the Amiga game lacks even an alternate two-player mode — I thought two-player action was a trademark of these *Ikari Warriors*-style games! There's certainly a challenge with five worlds to go through; a pity it drove us up the wall trying to get through ONE level with NO continue plays and NO desperately needed energy pods. You really do learn to loathe the multiload. And this is supposed to be the most faithful conversion? Try again Electrocoin!



I was disappointed with the extreme difficulty of the C64 game and hoped for more of the Amiga game. Unfortunately it's even more difficult, there isn't a two-player mode and the graphics are disappointing with a poor main sprite and mediocre animation generally. Gameplay is incredibly hard, and made even more irritating by the painful delay in restarting the game when you die. If you've the patience, the five levels and graphic variety might provide a satisfying challenge, but I got very little enjoyment out of this.

PRESENTATION 39%
Mediocre start-up sequence, irritating disk accessing on dying. NO two-player option.

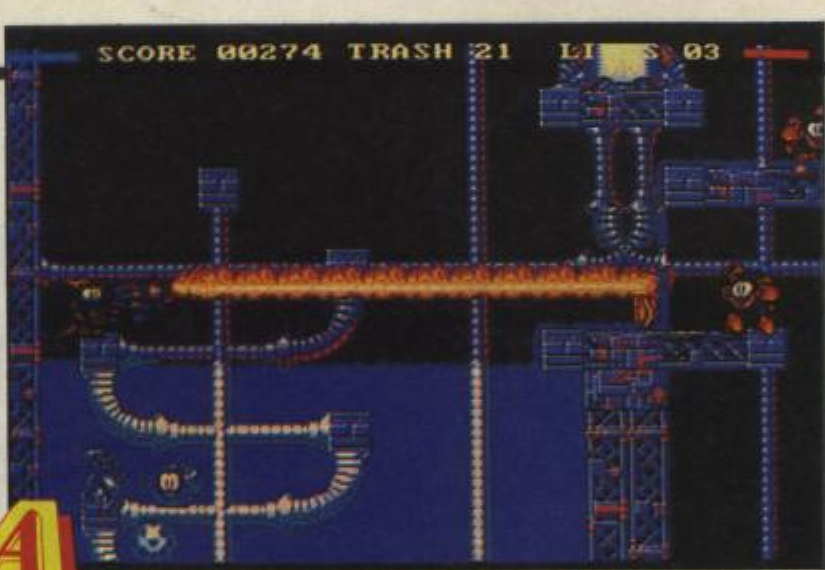
GRAPHICS 66%
Unremarkable ST-ish graphics, lacking in detail and colour.

SOUND 60%
Choice of FX or music, both reasonable.

HOOKABILITY 37%
Fairly simple to get into, but very high difficulty proves very discouraging.

LASTABILITY 38%
A big challenge, but only the most determined gamesplayer or dedicated fan of the coin-op will persist.

OVERALL 36%
A disappointing conversion, overly difficult and unexciting.



FLOOD

Electronic Arts, Amiga £24.95

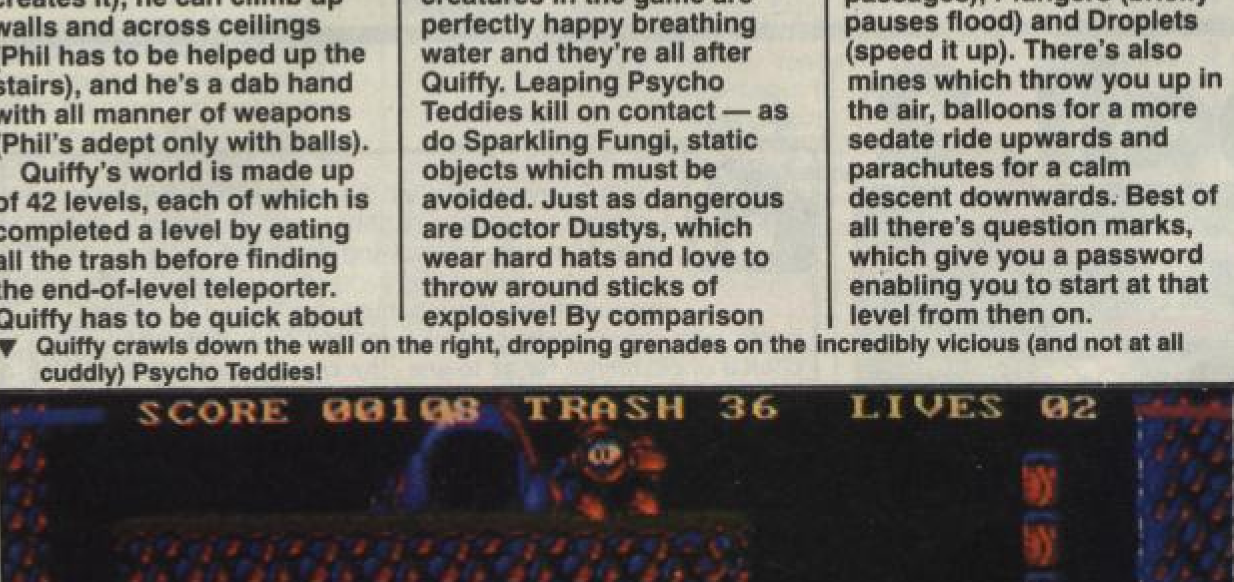
Being neat and tidy has suddenly become very trendy, both on planet Earth in *Skidz* and now in the fabulous underground caverns of Quiffy's world. And who is Quiffy? Well think of a short Phil King, with a bigger quiff of hair, and painted green. Not a pretty sight, but this pudgy guy is our hero and we're stuck with him. Other differences between him and Phil are: he eats trash (Phil creates it), he can climb up walls and across ceilings (Phil has to be helped up the stairs), and he's a dab hand with all manner of weapons (Phil's adept only with balls).

Quiffy's world is made up of 42 levels, each of which is completed a level by eating all the trash before finding the end-of-level teleporter. Quiffy has to be quick about it too, because he is pursued everywhere by the ghost of his chastising aunt. She appears a couple of seconds after Quiffy arrives on a level, and follows his exact route — only slightly faster! This is a problem because she drains Quiffy's energy with every contact. Another problem is water: most of the caverns have a tendency to rapidly fill up with it. Quiffy can dive below the water, and swim about, but he can only hold his breath for so long...

Sadly, most of the other creatures in the game are perfectly happy breathing water and they're all after Quiffy. Leaping Psycho Teddies kill on contact — as do Sparkling Fungi, static objects which must be avoided. Just as dangerous are Doctor Dustys, which wear hard hats and love to throw around sticks of explosive! By comparison slovenly snails, ricocheting Beady Balls, floating Lumpy Wanderers, sleepy Plonkin Donkins and Vacuous Gombos are welcome. Although they all drain Quiffy's energy.

It's just as well there are some weapons for Quiffy to collect, including grenades, dynamite and a Huge Flamethrower which will torch just about everything. Dying nasties even leave a heart of energy for Quiffy to catch. Other objects which can be picked up include Stout (extra life), Cocktails (brief invulnerability), Switches (discover secret objects and uncover secret passages), Plungers (briefly pauses flood) and Droplets (speed it up). There's also mines which throw you up in the air, balloons for a more sedate ride upwards and parachutes for a calm descent downwards. Best of all there's question marks, which give you a password enabling you to start at that level from then on.

▼ Quiffy crawls down the wall on the right, dropping grenades on the incredibly vicious (and not at all cuddly) Psycho Teddies!





Don't be put off by the unimpressive screenshots, *Flood* is an extremely addictive game. This cute arcade adventure reminds me of *New Zealand Story*, especially with the touches of sick humour like Quiffy blowing himself up with a grenade! I especially like the way the hero can crawl along walls and ceilings. Of course the rising water level adds an extra twist with the omnipresent danger of drowning — and sometimes you even have to dive deep underwater to get to trash. Add continue-plays and a simple password system to avoid frustration and you've got one of the most enjoyable cutesy games around.



This is great! The graphics are a little disappointing with black backgrounds and little variety in the platforms and enemies, but all the sprites are imaginative and very well drawn. The weapons are superb, with excellent explosions and some great samples — especially the rattle of a bouncing grenade. But it's the gameplay that matters, which is surprisingly varied. On some levels all you need is a quick trigger finger, other times it's brainache time as you puzzle over which switches to press and in what order. I especially liked the levels where you had to use droplets to raise the water level, the tense deep diving and walking along the laser beams. My only real complaint is the price. While there's plenty of well designed gameplay here, there are only 42 levels and about a dozen enemy creatures. Still, any game that gives you a gun bigger than yourself, throwing a flame longer than a screen is well worth considering!

PRESENTATION 76%
Comprehensive and amusing instructions, vital password system and fun intro. Good quit and useful restart level options.

GRAPHICS 75%
Black backgrounds are disappointing, and level graphics aren't that varied, but the creatures and weapons are great.

SOUND 80%
Good intro tune and excellent sampled effects.

HOOKABILITY 84%
Very easy to get into...

LASTABILITY 77%
...but 42 levels of varied gameplay, if not graphics, provide a substantial challenge.

OVERALL 80%
A superb arcade-adventure.

ZZAP! TEST

EMLYN HUGHES INTERNATIONAL SOCCER



Audiogenic, Amiga £24.99

The World Cup may be over but there seems no end in sight to the flood of computer footy games. Nearly two years after the release of the C64 version (90%, Issue 43) Amiga *Emlyn Hughes* makes its debut.

As in the original you can manage and play for any of eight international sides, picking the team from a squad of sixteen players of variable skill and fitness. On the scrolling side-view pitch, you take control of the nearest player to the ball. The player in possession has a variety of kicks (five possible angles and three elevations) at his disposal, achieved by holding down fire (for shot strength) and pushing in a direction. Tackling is achieved either by running into the ball or by pressing fire for a sliding tackle, though the latter can cause a foul.

Game options include a league, cup, one- or two-player friendlies, and two-players against the computer.



Emlyn looks a little crude at first, but turns out to be surprisingly playable with a good ball control system. It's pity there's no scanner showing you what's happening off screen, but overall it's easier to play than *Kick Off* and highly enjoyable. And the wealth of options should ensure it'll keep you playing for months, although I hope you don't use Phil's skin coloured uniforms for that unique, 'streaker' effect.



The C64 game was a classic. But almost two years later and in a crowded footy field the 16-bit version has insufficient improvements to compete with the likes of *Kick Off II*. What it does have, though, is all the playability of the original. The control system is a bit difficult at first but once mastered it offers great flexibility in play, allowing you to do really intricate passing. And I just love those chanting crowd FX which really help the footy atmosphere.

PRESENTATION 88%
A wealth of options including elaborate team strip designer, save/load, league and player skill levels.

GRAPHICS 70%
Side-on view is a bit limited, but the players are adequately animated.

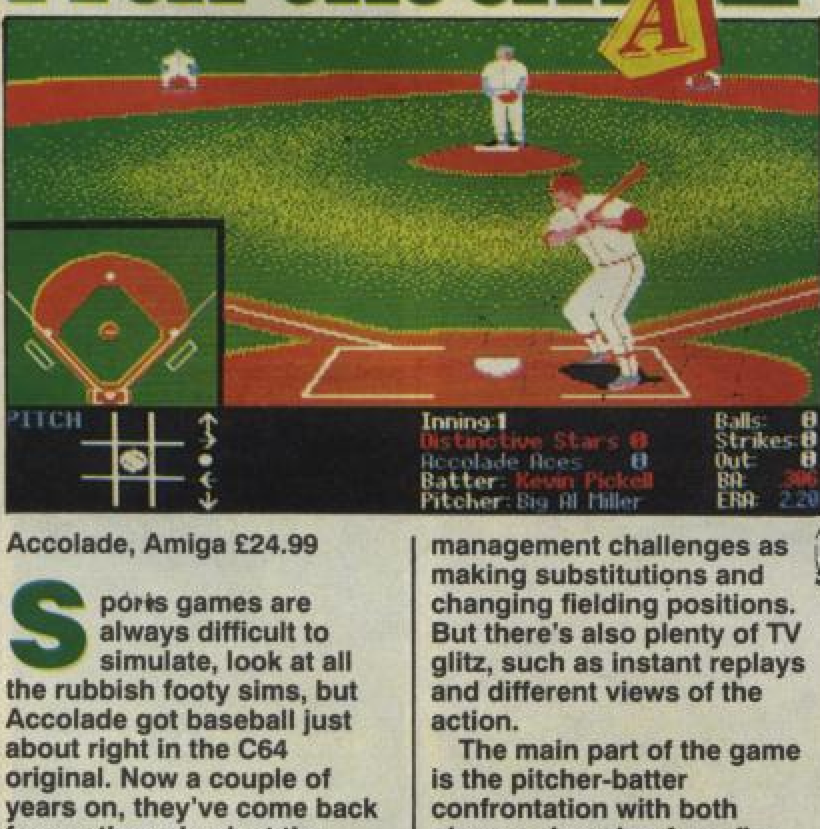
SOUND 76%
Very good crowd FX, authentic crowd mumble. Okay menu tune.

HOOKABILITY 84%
Very easy to get into, with intelligent ball control.

LASTABILITY 75%
A cup and a league provide plenty of lasting challenge, although the lack of a scanner limits elaborate tactics.

OVERALL 79%
A really fun soccer game.

Hardball 2



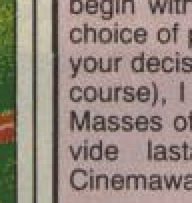
Accolade, Amiga £24.99

Sports games are always difficult to simulate, look at all the rubbish footy sims, but Accolade got baseball just about right in the C64 original. Now a couple of years on, they've come back for another whack at the sport, surrounding the basic *Hardball* game with a wealth of options. Most, such as the league, are designed to increase realism and lastability, with such management challenges as making substitutions and changing fielding positions. But there's also plenty of TV glitz, such as instant replays and different views of the action.

The main part of the game is the pitcher-batter confrontation with both players choosing from five types of pitch/swing and aiming on a grid of nine squares. If the ball is hit, the view switches to the fielding screen with tiny animated players.



While I haven't played the original, the principles of baseball are fairly straightforward. Success in batting rests as much on knowing when the ball's 'no good' as actually hitting the thing. It's certainly tough, and can be frustrating getting the timing just right. To begin with the joystick control is a little odd, illuminating your choice of pitch/shot for all to see. But rapidly pressing fire hides your decision well enough. In a match with Phil (which I won, of course), I found it fun, if a bit sluggish and crudely presented. Masses of options, including comprehensive substitutions, provide lastability for baseball fans. But I'm waiting for Cinemaware's effort to provide the visual spectacle this lacks.



I remember playing the original on the Spectrum years ago, so I was surprised that, even on the Amiga, the sequel isn't that different. It plays very much like its predecessor — it's still just as difficult to hit the damn ball! The graphics aren't much cop either, very bland and PC-ish with a lack of detail. The game's playable enough, though, while the new tactical options, action replays and league offer extra realism.

PRESENTATION 80%
Loads of options including league and action replay.

GRAPHICS 42%
Sluggish and bland.

SOUND 46%
Poor rendition of American national anthem, basic spot FX and muffled speech.

HOOKABILITY 63%
Takes a while to set all the options, while hitting the ball takes practice.

LASTABILITY 67%
Masses of management options to rival even *Player Manager*.

OVERALL 65%
A sophisticated baseball sim let down by poor graphics.

HARLEY-DAVIDSON: THE ROAD TO STURGIS



▲ One of the attractions of hitting town — a superbly digitized petrol pump attendant.

Mindscape, Amiga £24.99

The tiny town of Sturgis, tucked away in the Black Hills of South Dakota, may seem an odd destination for a loud, greasy Hell's Angel like yourself, but in August Sturgis becomes a Mecca for about 80,000 bikers from all over the world.

Of course there's only one way to travel there: on your sturdy Harley-Davidson (affectionately known as a 'Hog'!). Though this can easily reach 100mph, high speed isn't always advisable. Speed cops patrol the highway, issuing on-the-spot fines to offenders. The road is also littered with hazards like rocks, puddles and other traffic — too many crashes and you die. You'll also probably want to slow down to pick up a beautiful blonde hitchiker!

Starting out as a 'Wanna-Be' you'll have plenty of time to upgrade your biker rank in the many towns along the way. As well as an essential gas pump, every town has a bike shop where you can buy lots of stuff to repair and customise your bike (better engines, tyres, transmission systems etc) and upgrade your image (a variety of jackets, helmets, boots, animal pelts, sunglasses and even tattoos).

All of these cost money, earned by entering one of five types of biker event:
Slow-Ride Contest: **Ride around the road cones in the slowest time possible.**
Drag Race: **A straight speed race against another biker.**
Hill Climb: **Ride up a steep hill in the fastest time possible. Go too fast and you'll tip backwards; too slow and you'll fall off.**
Poker Run: **The strangest card game ever invented. You compete with another biker, collecting playing cards off bikers standing at the roadside. At the finish the best poker hand wins.**
Weenie Run: **A bit weird, this one. Your pillion passenger (a gorgeous blonde bimbo, of course) must try to bite as many of the frankfurters which hang from strings above the road!**

You can also get to mingle with other bikers (and improve your image) at parties. The guys might even invite you to camp out for the night — a great way to reduce rider fatigue. Who knows, by the time you get to Sturgis you may even be an 'Ultimate Biker God'!



Mindscape have numerous race games heading for release, but they're all different — *Harley* most especially, with some sleazy adventure elements. The actual road section looks okay, but it gets a bit repetitive dodging obstacles in the road, passing cars and stopping for hitchikers. Of course, you can speed things up but it's a pity there's no chase, once the cops see you, you automatically pull over for the fine. When you do hit town you can have fun customizing self and bike at the shop, ogling the digitized petrol pump lady and participating in one of the events. These add variety, but suffer from PC-style graphics. The overall quest ensures the game has more lastability than most, but graphics and sub-games lack oomph for this enjoyable game to be a big hit.
N.B. Our copy glitched with a one meg Amiga, but worked fine with the upgrade removed.



Despite the roar of the bikes and the ZZ Top-style intro music, *Harley Davidson* isn't so heavy. It's really a light-hearted mixture of enjoyable sub-games linked by a road section which gets tedious with the long distances between towns. There are some nice touches though, like giving a girl a lift on the back of your bike and customising both your bike and your image — a pity then that these changes don't show up on the actual riding screens. Once you've tried all five events, however, there's little else to see apart from some disappointing single-screen party scenes.

▼ The driving scene, with our grizzled hero stopping for a speeding ticket with a babe riding pillion.



PRESENTATION 84%
Digitized screens are impressive, as is a good save/load/format option. Skill levels and an amusing, informative manual.

GRAPHICS 77%
The race graphics are effective rather than impressive. Side graphics move well, but horizon graphics poor.

SOUND 69%
Good ZZ Top-style intro music, in-game limited to good engine noise and a couple of tunes announcing sub-games.

HOOKABILITY 70%
Mouse control soon becomes second-nature, but lack of arcade appeal limits instant addiction.

LASTABILITY 79%
Over the long term getting to Sturgis is a formidable challenge, made more enjoyable by plenty of sub-games. Never really compulsive entertainment, but a game to come back to.

OVERALL 76%
An off-beat and enjoyable race game.

ZZAP! TEST



▲ The red cross shows how far you've got, with an optional digitized sequence providing graphical frills.

THE LOST PATROL

Ocean, Amiga £24.99

The Vietnam War was a particularly pointless exercise: America dropped most of its bombs, more than were used in WWII, on the country it was supposedly defending — South Vietnam. *The Lost Patrol* doesn't really deal with that, the GIs are still the good guys, but at least it's about survival rather than victory. Set in 1966, the game starts with the crash of a helicopter in some remote highlands.

As Sergeant Weaver your job is to lead the other six survivors in a trek across 57 miles of jungle and swampland to the nearest US base. Booby traps, Viet Cong troops and snipers will ensure it's an interesting trip.

The main screen is a map where you can select which direction to march in. Hills and rivers slow progress down, but following well trodden trails makes you a sitting target for the VC. You can also decide the pace at which you march, how fast you consume rations and how often you rest, as well as how long you sleep at night. Periodically static screens come up showing what's happening and occasionally there's a short digitized sequence.

Your trek is also interrupted by numerous arcade sequences. One of your scouts might run into a VC soldier, resulting in a simplistic Hand-To-Hand combat scene. You might also come under Sniper Attack. Here the screen shows a static picture of a village, as shots ring out tiny muzzle flashes can be spotted through your telescopic rifle sight.

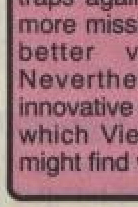
A sharp eye is also required for the Battle Sequence, which has you pinned inside a ruined farmhouse. As you hide behind a wall VC stand up to take aim: pressing the right button has you standing up to fire back or throw grenades.

Somewhat similar is the Grenade Section with a VC sniper hiding in a field of wheat. Pressing fire pulls the grenade pin out, leaving you a few seconds to select the strength of your throw. The overhead-view Minefield Section has one man crawling ahead of the rest, using a bayonet to uncover mines.

There are also confrontations with villagers who can offer vital food supplies if questioned correctly. But for that unique My Lai touch, there's an option to massacre entire villages.

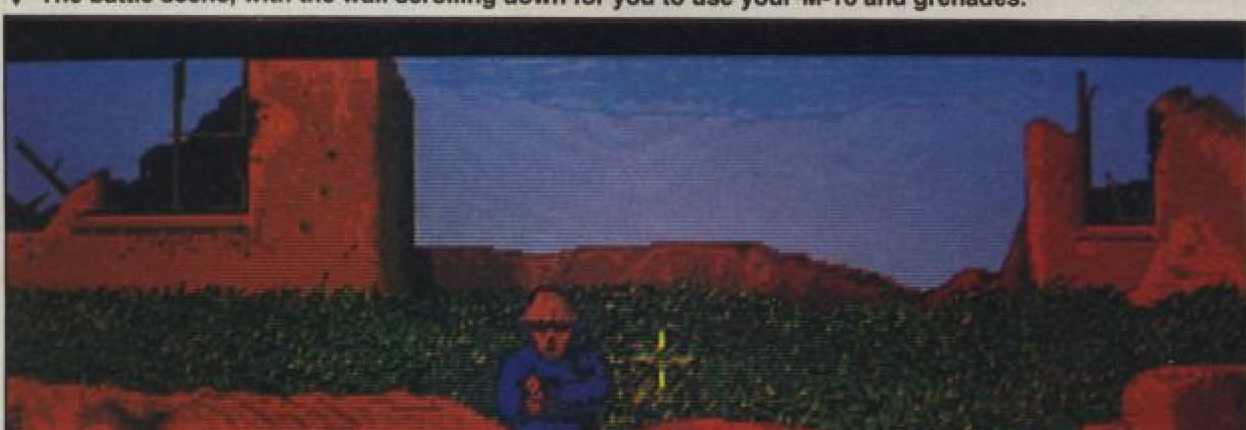


I was relieved to find that, unlike most strategy games, *Lost Patrol* is surprisingly easy to get into. The game is well presented with easy-to-use menus and atmospheric pictures. I particularly liked the way the men in your command behave as individuals, occasionally disputing your leadership or even stabbing you in the back! Some of the arcade sections are also very playable — the Sniper Attack sequence is particularly tense with a neat telescopic sight effect. The only trouble is that after a few goes the game's simple appeal starts to wear off and endlessly trudging through jungle becomes repetitive.



The heart of the game is strategic: picking your route, pace, rations and rest periods is critical to making significant progress. Providing graphical glitz are numerous static screens and occasional digitized sequences. The former are well drawn, although the palette is often a bit pale, while the latter are only okay. The soundtrack is also disappointingly bland, yet there's no denying the overall impact is streets ahead of most strategy games. The arcade sections are okay, but none are outstanding. A more serious problem is the RAM save option, why no disk save? — possibly because the 57 miles isn't that long for a game. It's certainly not easy though, and going back to the start only to end up hitting the same booby traps again is frustrating. A few more missions would've made it better value for money. Nevertheless this is an innovative and interesting game which Vietnam buffs at least, might find very compulsive.

▼ The battle scene, with the wall scrolling down for you to use your M-16 and grenades.



64

There are no plans for a C64 version.

update

PRESENTATION 85%
Disappointing fold-out instruction sheet and no disk save option, but animation sequences and static screens are good. Disk accessing reasonable.

GRAPHICS 80%
A very high standard of artwork, the colours aren't always convincing and hand-to-hand combat is jerky, but very good overall.

SOUND 77%
A good, if somewhat dull and 'un-Vietnamese' soundtrack with the odd good spot FX.

HOOKABILITY 76%
Not that difficult to get into and the desire to see the arcade sequences is compulsive...

LASTABILITY 68%
...but it's not that big a quest and the high difficulty means repeated trudging through that first twenty miles.

OVERALL 70%
Interesting and unusual but not outstanding.

SHADOW WARRIORS

Ocean, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

An Oriental demon has arrived in New York and recruited a massive army of street thugs to dominate the city. Only you can stop them. And who are you? Well, long ago when Japan was divided by warring states, the Shadow Warriors Secret Ninja Society was formed. Membership of the society is proved not by a special tie or weird handshake, but by knowing the Five Secret Ninjitsu Techniques: the Triple Blow Combination, Flying Neck Throw, Hang Kick, Phoenix Backflip and Tightrope Technique.

Each Shadow Warrior has four lives, each of which comprises five energy units. One or two players (one only on C64) can take on the street thugs in six American neighbourhoods before the final Demonic confrontation. The first level is set in a fairly typical street, with some tightropes to walk along. Level two has the ninja crossing busy roads with hit-and-run drivers zooming along. There's also mad bikers racing across the pavement on their Harleys. The next level takes place in neon-lit Las Vegas, then it's the Grand Canyon! All of the levels have the traditional superbaddie or two at the end, so it's as well there's five continue-plays.



▲ With one red-garbed warrior injured his blue comrade fights on.(Amiga)

Besides the unusual combat moves, *Shadow Warriors* is distinguished by the players being able to leap onto ledges and objects such as telephone booths, barrels and hot dog stands. If you throw a man into these objects they're destroyed, revealing icons for a sword, extra energy, lives and points. The sword is pretty nifty to use, but getting hit results in it vanishing!



Although the Amiga version has the usual pale Teque palette, it's not too bad this time, with plenty of variety and detail on the levels. More importantly the combat moves are new and imaginative, the Flying Neck Throw being particularly impressive. In short, this is an excellent coin-op conversion which beat-'em-up fans will love. Others may feel there isn't quite enough new stuff to get that excited about, but there's no denying this is a very well executed and enjoyable game.

The C64 version is much less technically impressive, with the enemy sprites blocky and simplistic. The background graphics start off crude as well, but improve significantly with an atmospheric New York City on level two — albeit lacking cars. Gameplay is extremely tough with strict collision detection making landing a punch irritatingly hard. It seems impossible until you master the difficult throw technique (down and fire, despite what the instructions say). The game then becomes possible, but is acceptable rather than enjoyable.



It's a chock-a-block games market when it comes to beat-'em-ups and *Shadow Warriors* needs to be pretty spectacular to compete with the likes of *IK+*, *Exploding Fist* etc, etc. Aside from some fairly good backdrops I'm struggling to find anything good to say about the C64 game. There's little in the way of enemy sprite variation, collision detection is overly precise and only the throw move works moderately well.

The Amiga game works considerably better, with lots of coin-op style presentation, an excellent title tune and very good graphics. Despite the limited number of effective moves it's highly playable and the two-player mode works a treat, (although Phil kept thumping me by 'accident'!). Good fun, but level three is possibly too tough.

▼ The end of level one with the superbaddie leaping into action.(C64)



amiga

PRESENTATION 83%
Great intro, replicating coin-op start-up, plus excellent continue-play screen and interlevel pictures.

GRAPHICS 84%
Lots of variety and detail, palette a tad pale in the Teque tradition.

SOUND 85%
Great intro music, varying soundtracks for each level, tunelets for continue-play, game over etc.

HOOKABILITY 87%
New moves only take a couple of goes to master...

LASTABILITY 80%
...while six levels provide quite a challenge with each level having its own style.

OVERALL 83%

The best Amiga beat-'em-up in a long while.

64

PRESENTATION 55%
Fairly speedy multiload, but it's irritating reloading level one when you die there. No continue-plays or presentation screens.

GRAPHICS 62%
Disappointing enemy sprites, pale and blocky, but the backgrounds improve on later levels.

SOUND 60%
Familiar Ocean beat-'em-up FX with a few tunelets before and after levels.

HOOKABILITY 52%
Difficult to get into, level one reload irritating, but once you've mastered the throw progress becomes possible...

LASTABILITY 58%
...but while five levels provide a massive challenge, high difficulty and repetitiveness is ultimately discouraging.

OVERALL 57%

Not bad, but sadly lacking sufficient polish in gameplay particularly.

THE PREVIEWS



▲ Marty catches a ride in *Back To The Future II* from Mirrorsoft. (C64)

BACK TO THE FUTURE II (Imageworks)

'It's your kids, Marty! Something's gotta be done about your kids!.' With perfect timing comes Imageworks' first big film licence, just in time for its release on video while *Part III* hits the cinema.

Back to the Future 2 is a five-part game starting with Marty in the future on a hoverboard (incorporating *Zaxxon*-style scrolling) as Marty tries to escape future Biff and Co. in the race to the town hall. Marty and Doc then go to future Marty's house to rescue Marty's girlfriend, Jennifer, in a brain-bending puzzle game. Complete this and it's off to 1985 but it's Alternate 1985 and Marty has to change time by fighting his way through Hill Valley to reach Biff's skyscraper. Then it's off at 88 miles an hour to 1955 to the Enchantment Under The Sea dance where Marty is falling to pieces (literally!) in a sliding block puzzle game (complete with animated graphics and 'Johnny B Goode' playing away).

Finally Marty has to recover the sports almanac off Biff in another *Zaxxon*-style hoverboard section. Even then this isn't the end as *Part III* beckons.

Images are handling the production of *Part II* on all formats for imminent release. But already *Part III* is being worked on, with Probe Software and Hugh Riley converting the tale of the Wild West and Time Travel for Xmas time.



▲ Putting things back to order in the puzzling section three of *Back To The Future II*. (Amiga)

▼ The second of the five stages in *Back To The Future II* is this beat-'em-up game. (C64)

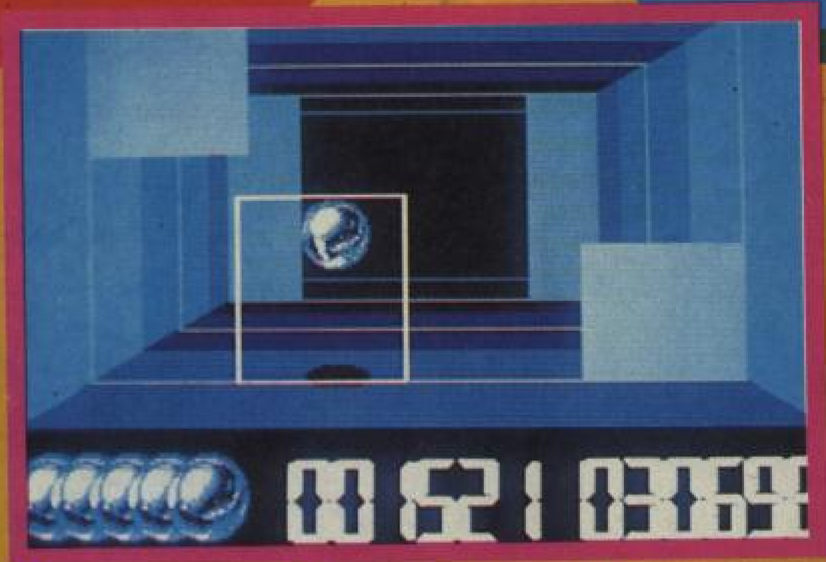




▲ The *Nightbreed* movie will be converted into severalgame-types, this is the C64 arcade game.

▼ Boone comes under attack from a flamethrower-wielding baddie in*Nightbreed*. (C64)



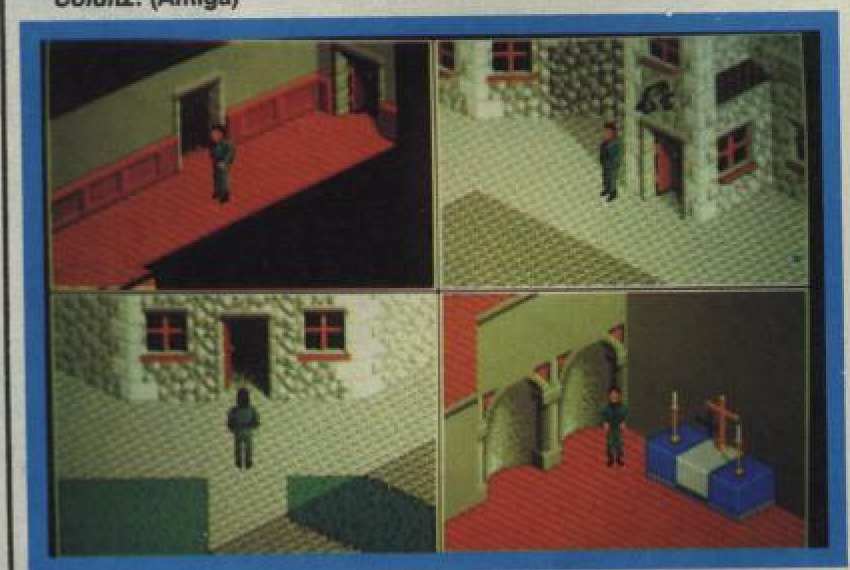


▲ Use your transparent bat to bounce the metal ball down Infogrames' *Light Corridor*. (Amiga)

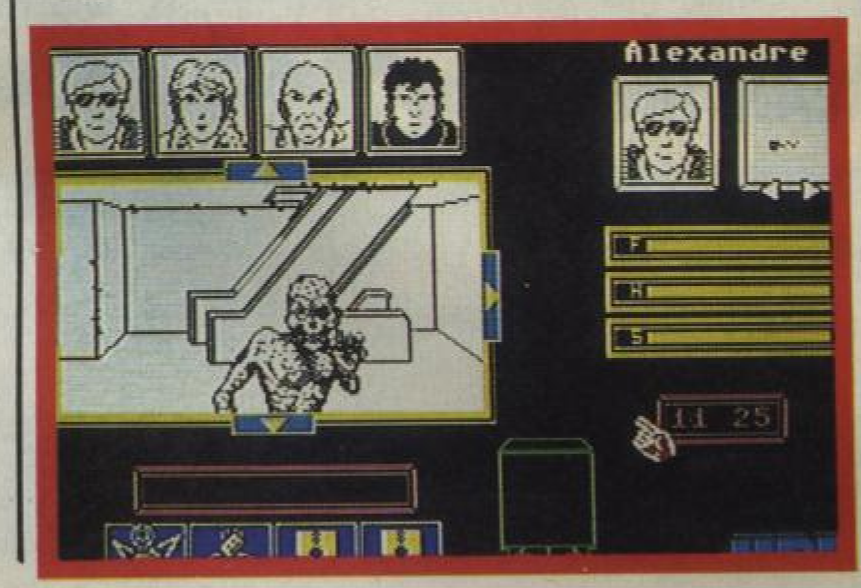
▼ Infogrames unique beat-'em-up *Metal Masters* has massive robots using a wide variety of weapons on each other. (Amiga)



▼ Digital Magic immortalize the escape from ZZAP! Towers... I mean *Colditz*. (Amiga)



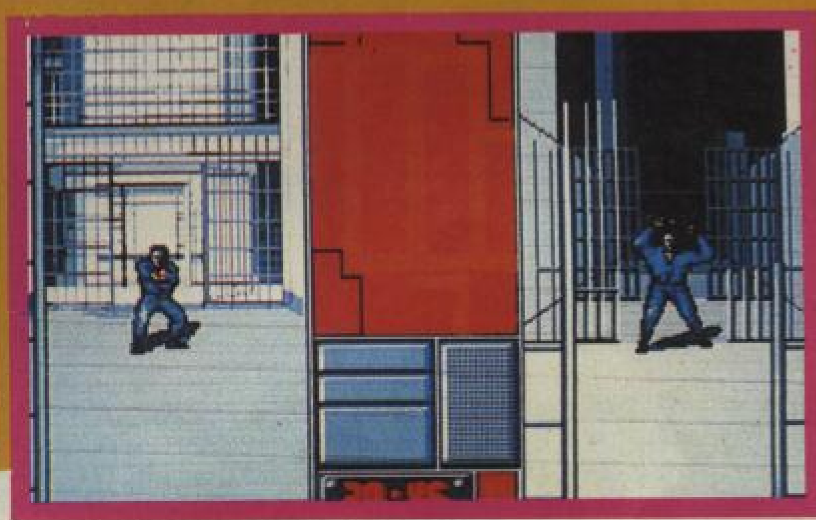
▼ Ubisoft's horror adventure game *Zombi* is due out now. (C64)





▲ Infogrames' unique *Alpha Waves* has you battling aliens, time and gravity in the search for the exit. (Amiga)

▼ The sequel to Infogrames' *Hostages* features simultaneous two-player action in the assault on *Alcatraz* prison. (Amiga)



▼ *Rotox*'s unique rotoscope technique is used again in US Gold's *Operation Harrier*. (Amiga)



▼ Domark's latest 007 game — *The Spy Who Loved Me* — is looking very good indeed. (C64)



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